



"The Thin Yellow Line"
1034-233
Final Board

Date 08/20/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 08/20/15
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Adam Muto

Storyboard by
Emily Partridge & KC Green

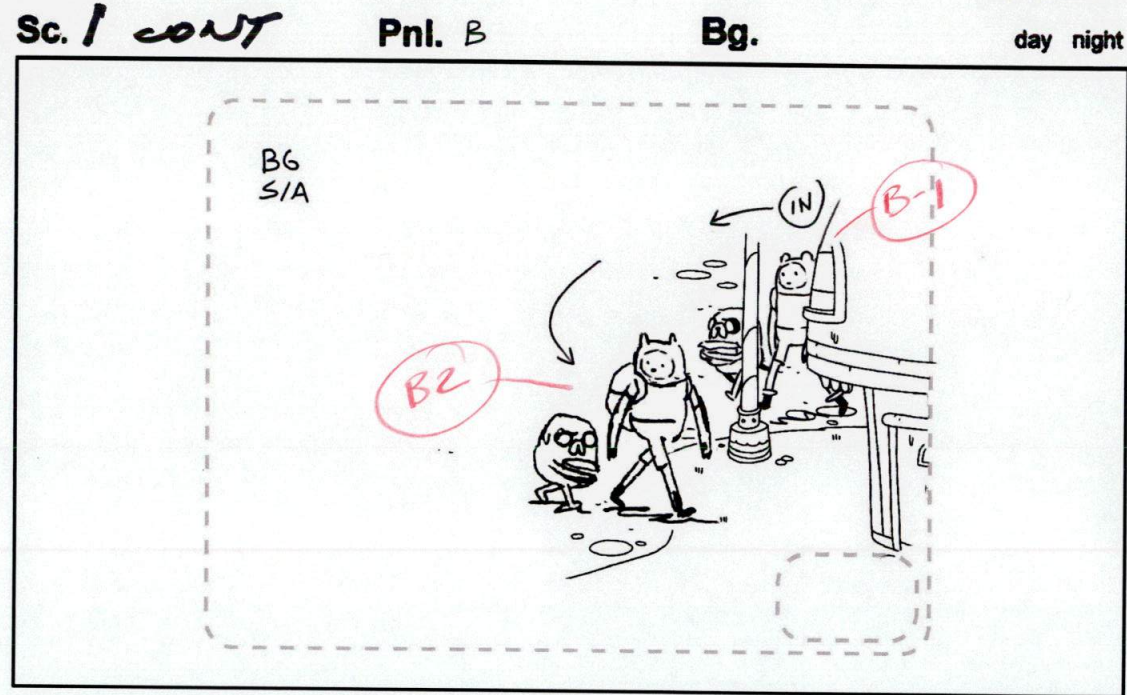
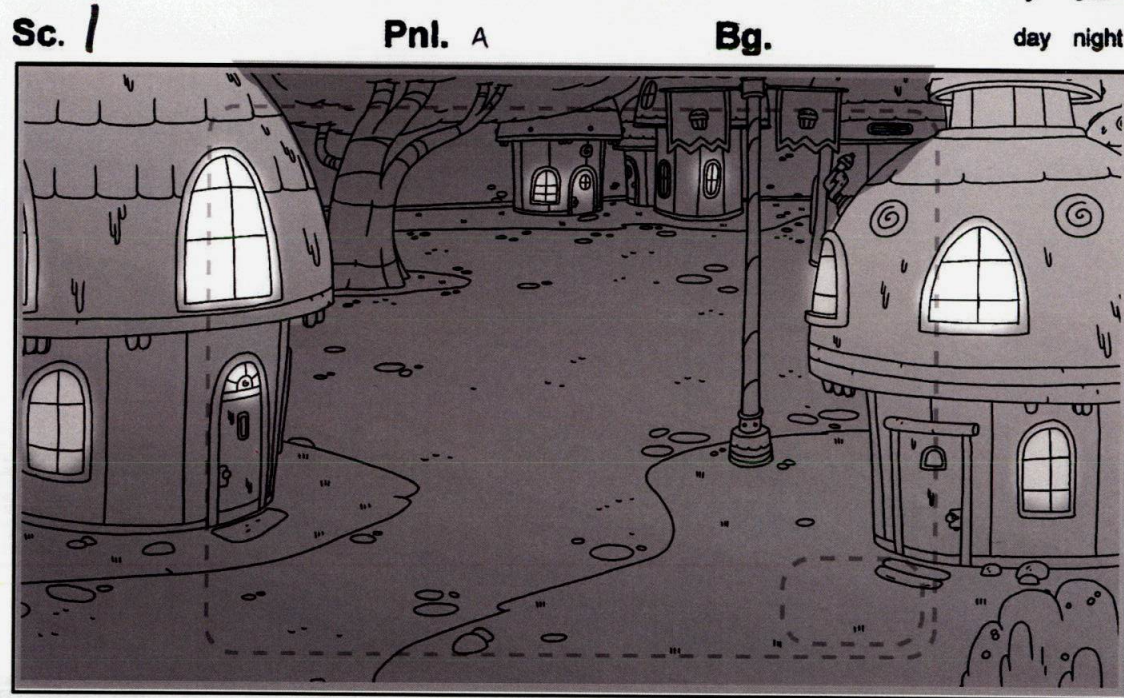
Animation Studio
SAE ROM

SEP 10 2015

ADVENTURE TIME



Page 1
day night



<p>Dialog:</p> <p>J/(O/S) ... ALL I'M SAYING IS I'M TIRED OF 'PILGRIMS OF THE LAND'! I HATE THAT BOARD GAME!</p>		<p>F/ YOU'RE JUST SAYING THAT BECAUSE PEP BUT</p>	
<p>Action:</p> <p>J RANTING O/S, SLOWLY FADES IN AS THEY APPROACH</p>		<p>F& J ROUND CORNER</p>	
<p>Timing:</p> <p>DX WINDOWS BL LITE IN WINDOWS</p>		<p>SEP 10 2015</p>	

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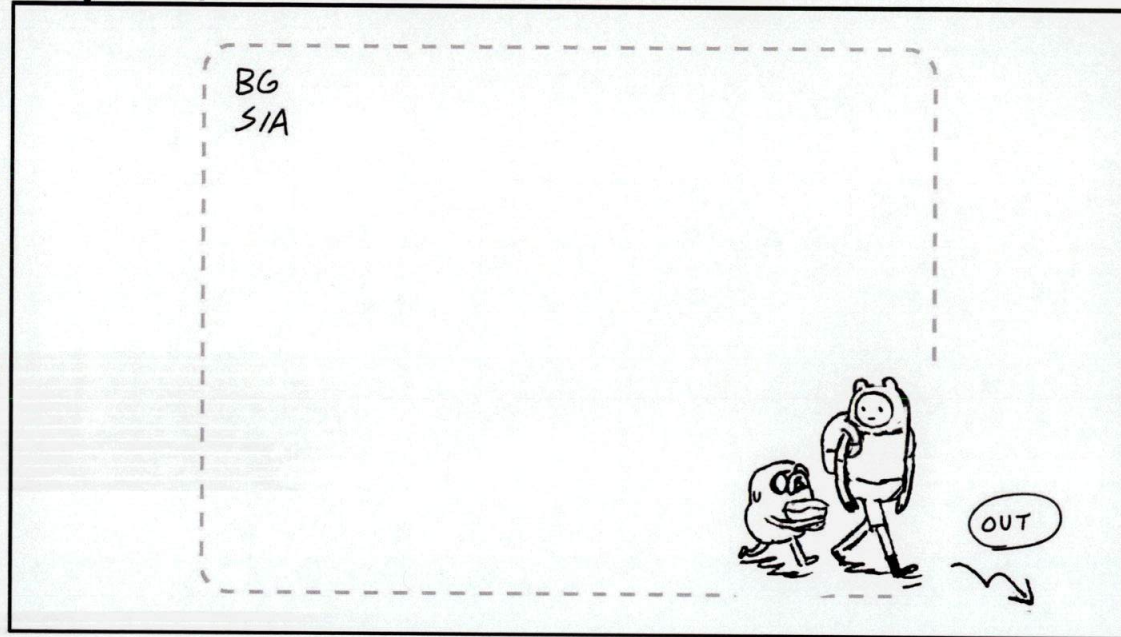
Page 2

Sc. 1 cont

Pnl. C

Bg.

day night



no sc. 2

Dialog:

F/ BEAT YOU EVERY TIME.

Action:

Timing:

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NO
Sc 2

ADVENTURE TIME



Sc. 3

Pnl. A

Bg.

day night

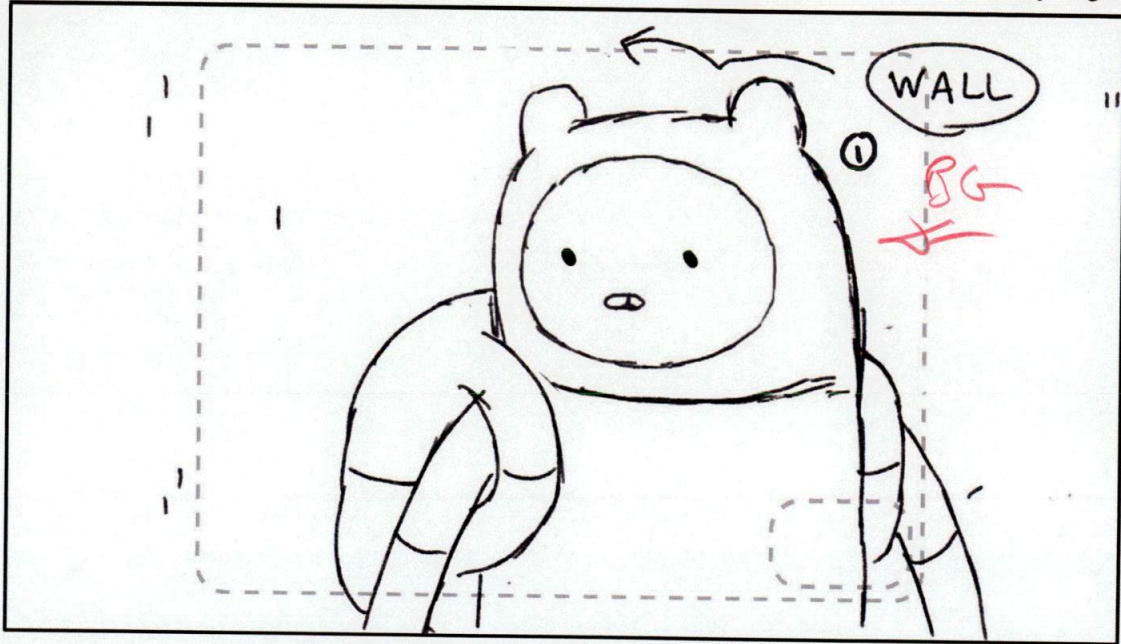


Sc. 4

Pnl. A

Bg.

day night



Dialog:

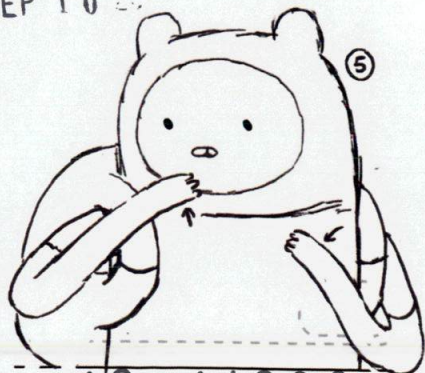
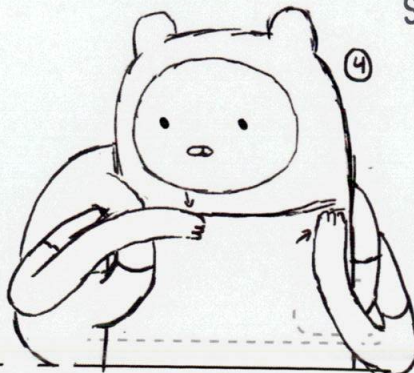
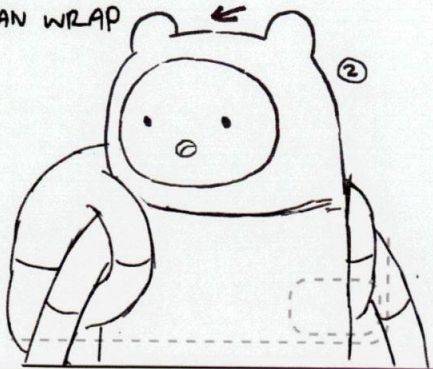
J/ IT'S JUST... PILGRIM-ING
AROUND! THERE'S NO POINT.

Action:

J CARRYING BOWL W/ SARAN WRAP

Timing:

① F/ JAKE, THE POINT IS BUILDING AND
③ DEVELOPING HOLDINGS WHILE TRADING
⑤ AND ACQUIRING RESOURCES.



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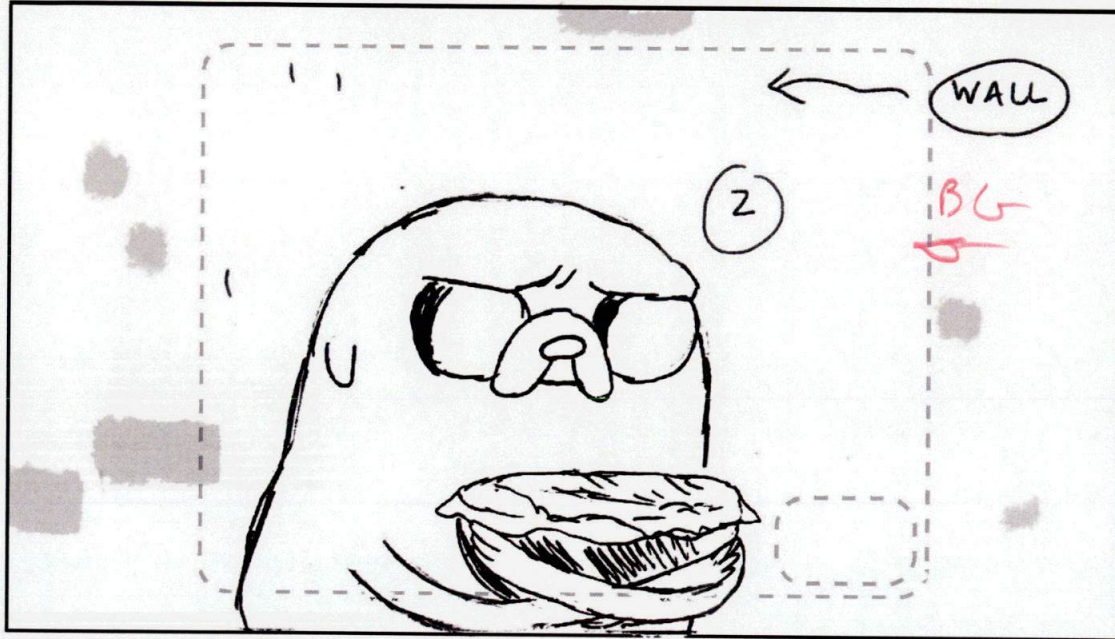
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Sc. 5

Pnl. A

Bg.

day night

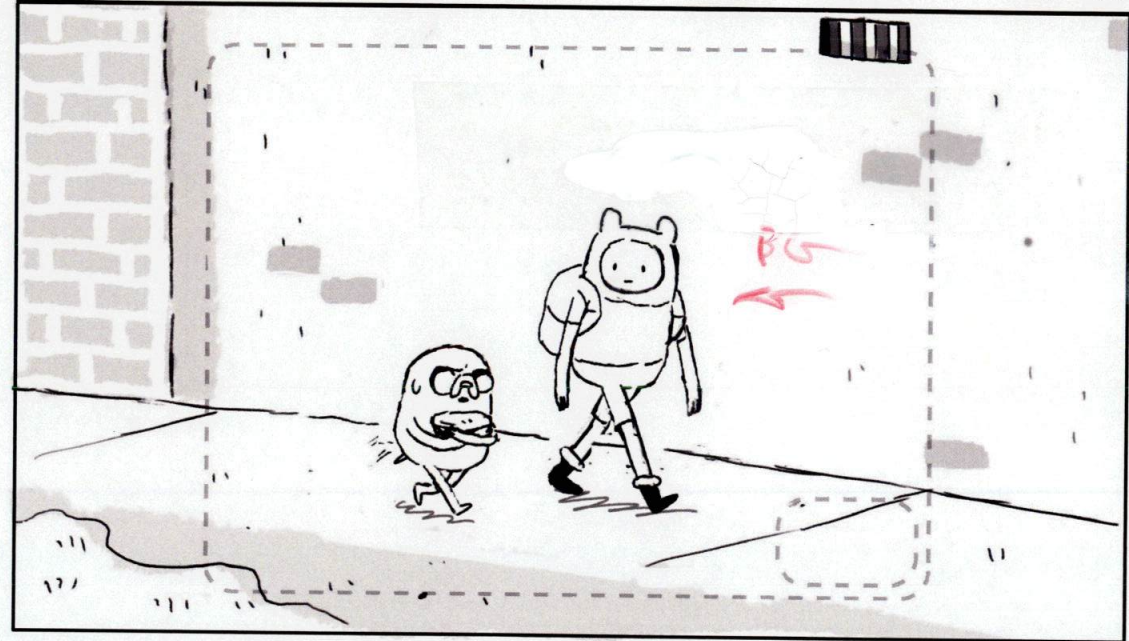


Sc. 6

Pnl. A

Bg.

day night

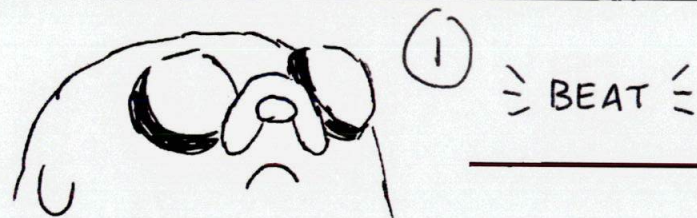


Dialog:

J/ YEAH WELL...

J/ NOBODY ATE MY GUAC.

Action:



BG PANS BY AS THEY WALK, "ROUGH" PART OF TOWN

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Timing:

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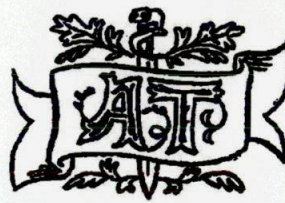
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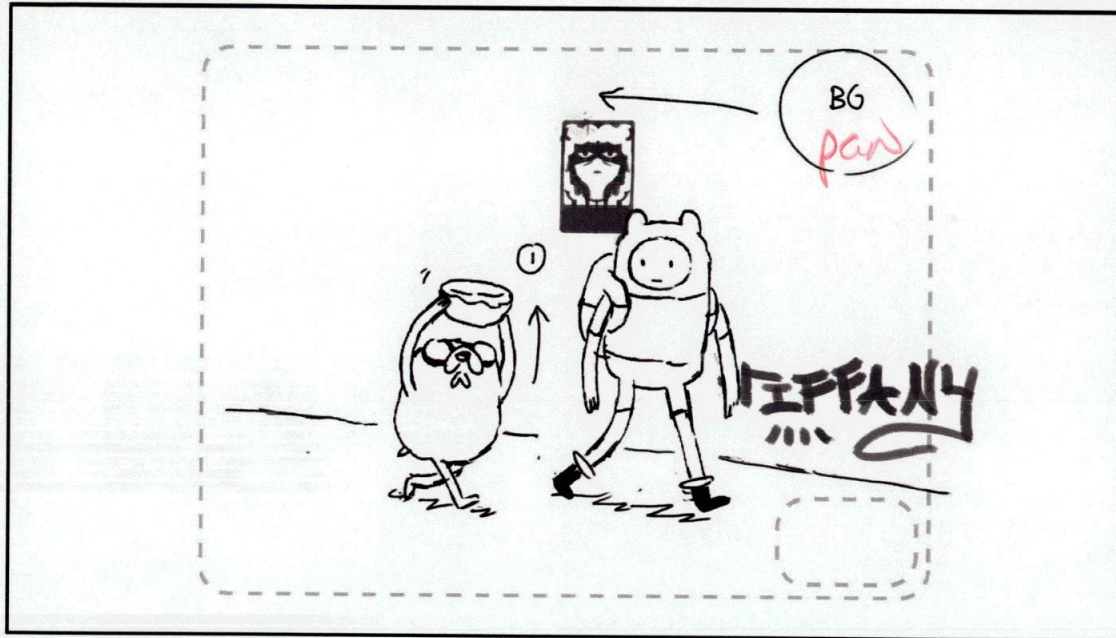
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Sc. 6 *CONT*

Pnl. B

Bg.

day night

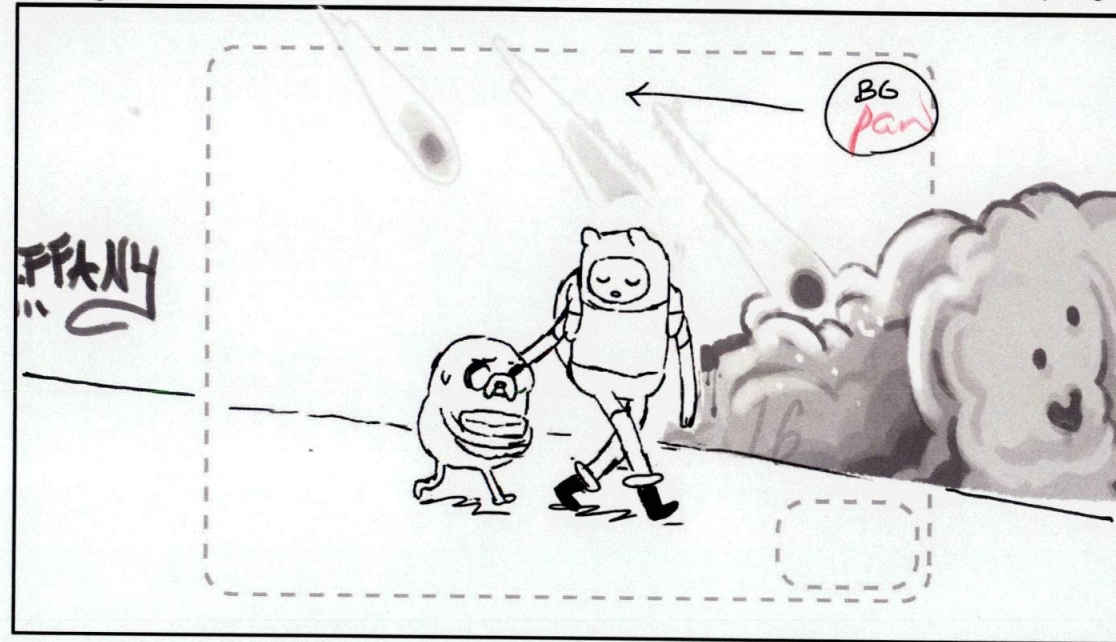


Sc. 6 *CONT*

Pnl. C

Bg.

day night



Dialog:

J/ THIS IS HOME-MADE, BROHAM! THIS
AIN'T NO STORE GUAC.

F/ YOU KNOW I LOVE YOUR GUAC.

Action:



SMALL BITS OF GRAFFITI START TO PAN BY - TURNS IN TO BIG MURAL

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Timing:

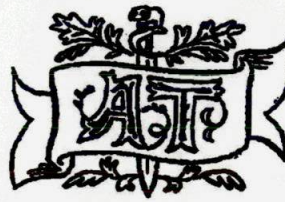
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Page 6

Sc. 6 *CONT*

Pnl. D

Bg.

day night



Sc. 6 *CONT*

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

(D)



F
NOTICES
GRAFFITI

BG & FINN STOP, J WALKS A FEW STEPS
BEFORE NOTICING

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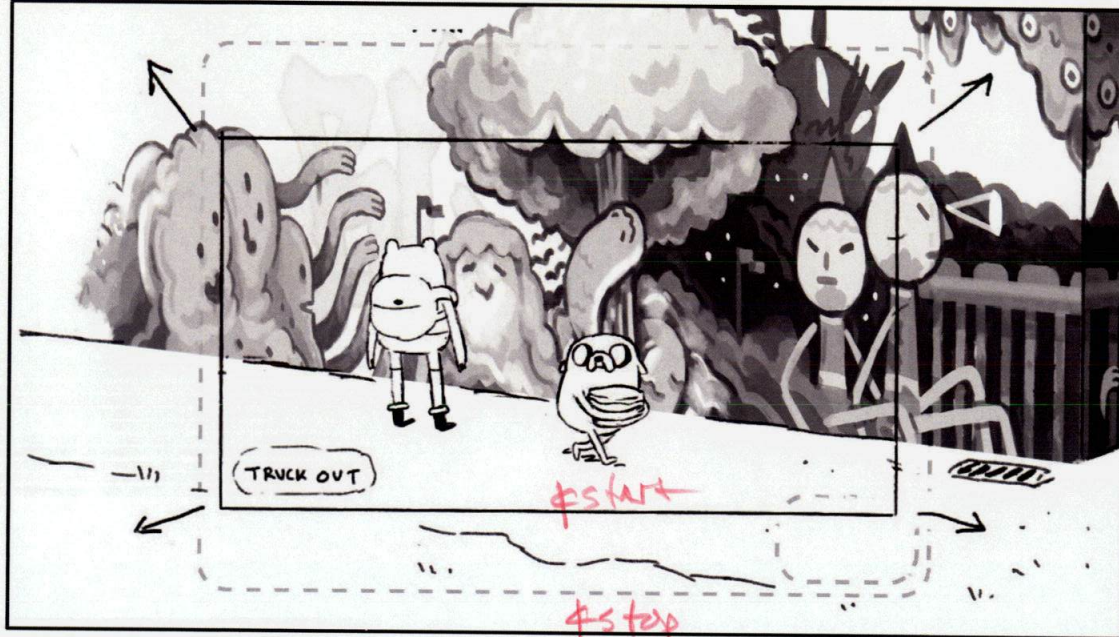
Page 7

Sc. 6 *CONT*

Pnl. F

Bg.

day night

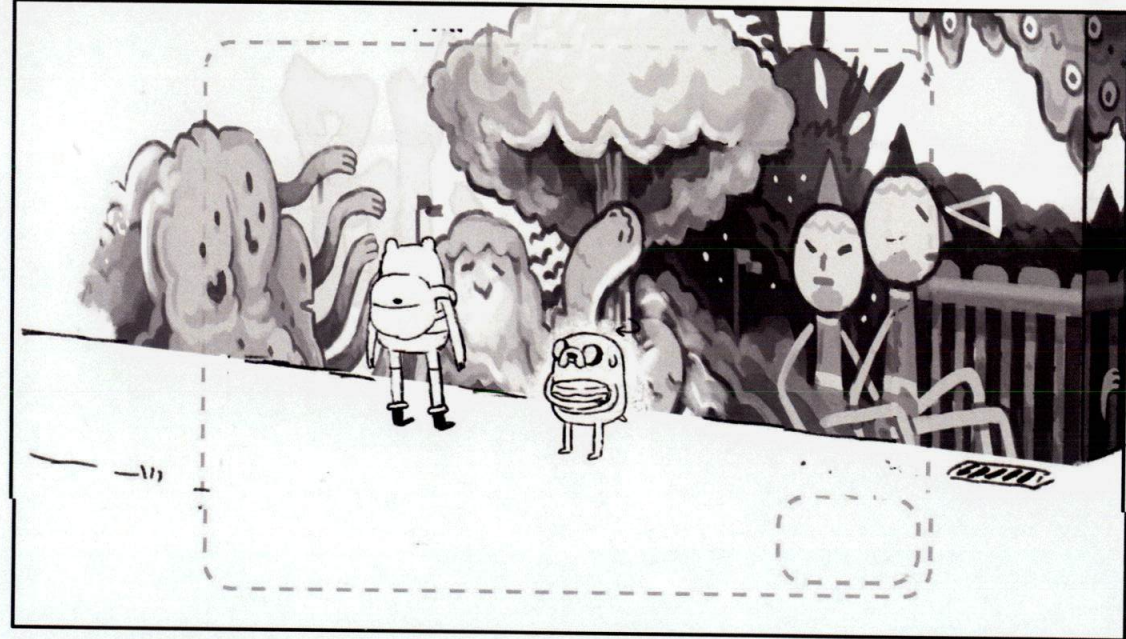


Sc. 6 *CONT*

Pnl. G

Bg.

day night



Dialog:

truck out

Action:

TRUCK OUT
J NOTICES HE LOST F

J STOPS & TURNS

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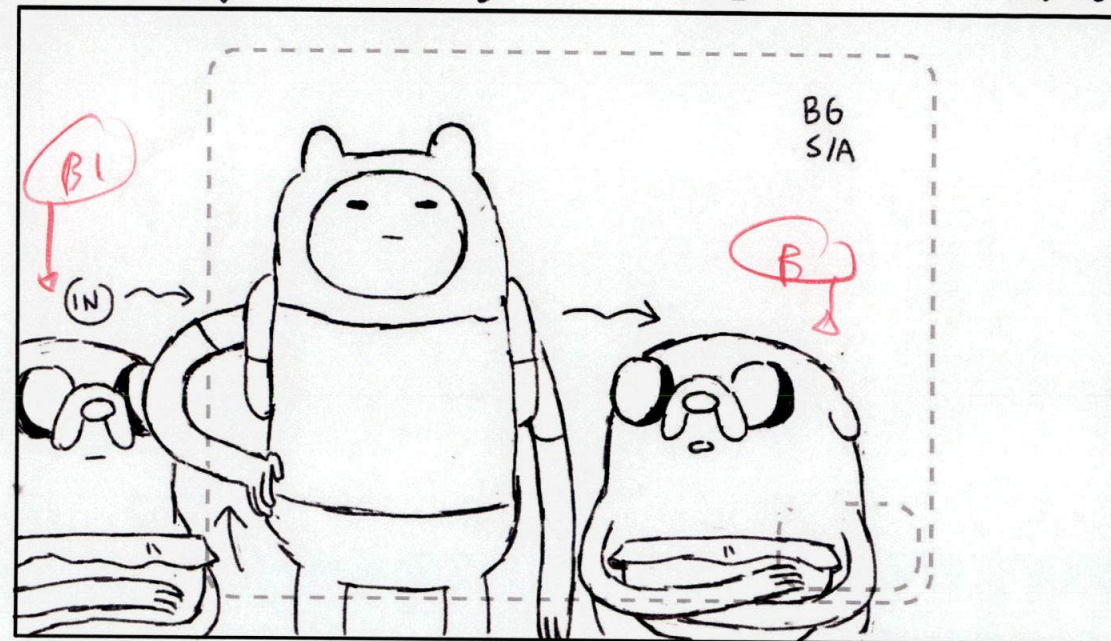
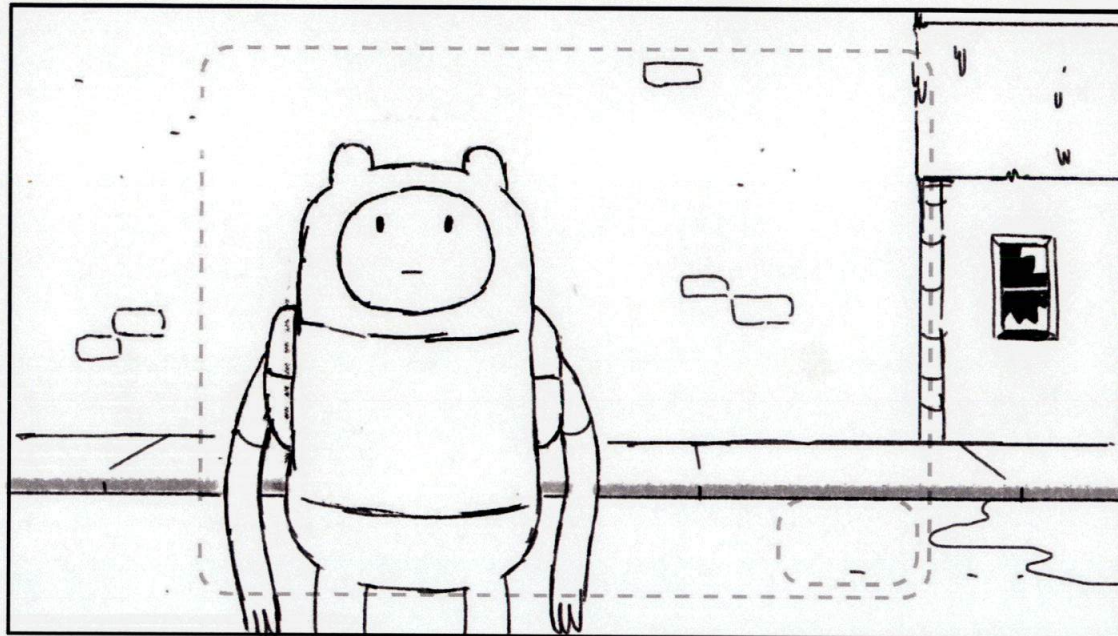
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ADVENTURE TIME



Page 8

Sc. 7 Pnl. A Bg. day night Sc. 7 *CONT* Pnl. B Bg. day night



Dialog:

J/ CONTEMPLATING ART, HUH?

Action:

J WALKS IN BEHIND F

Timing:

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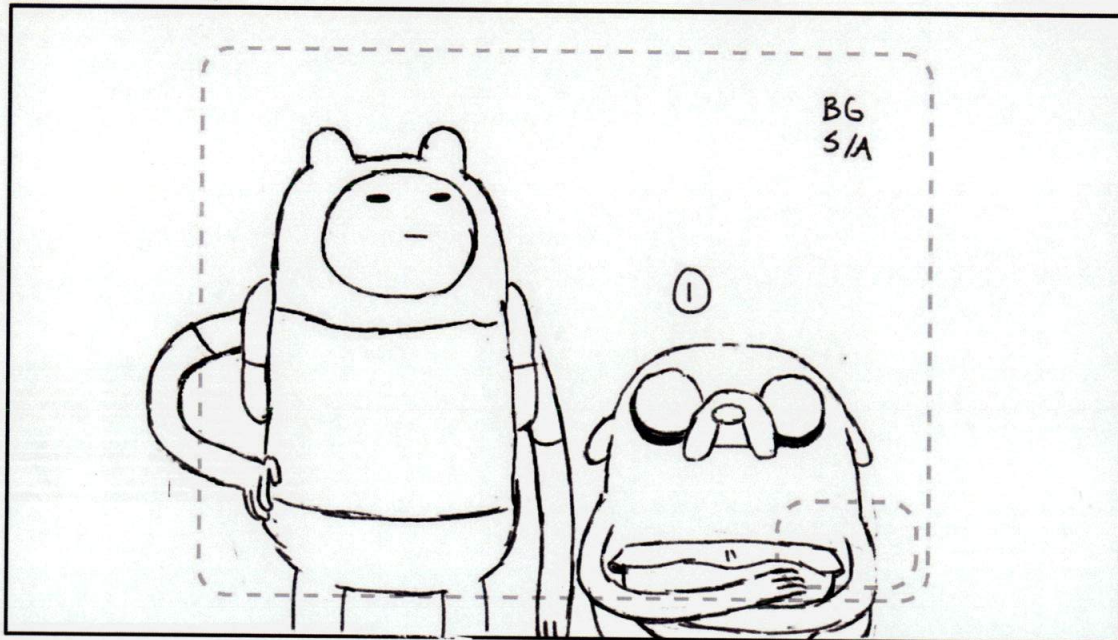
Page 9

Sc. 7 *CONT*

Pnl. C

Bg.

day night

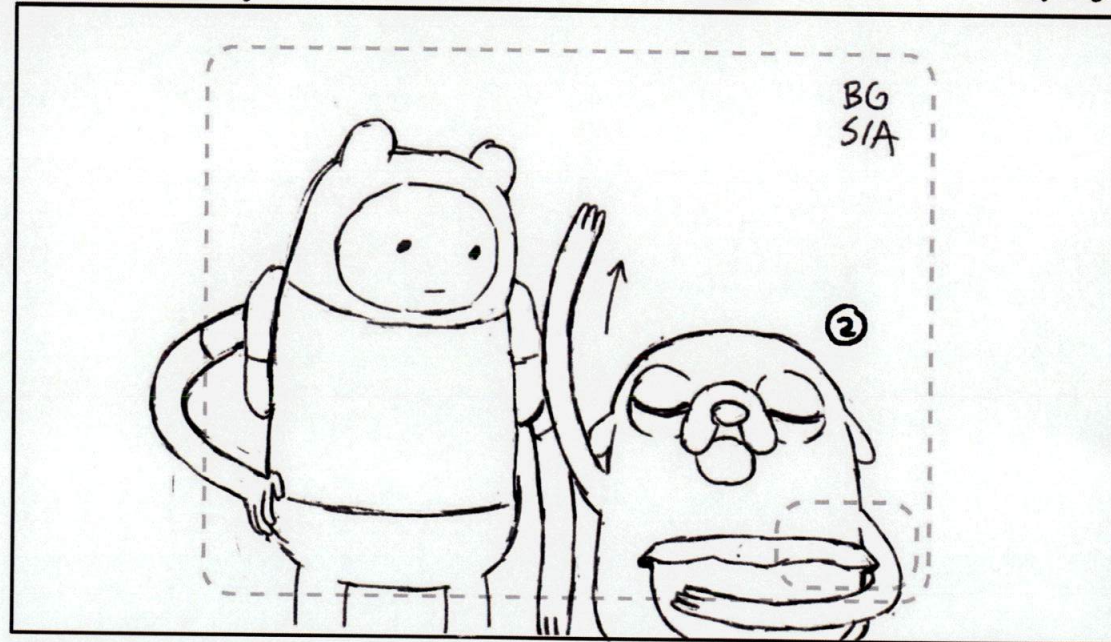


Sc. 7 *CONT*

Pnl. D

Bg.

day night



Dialog:

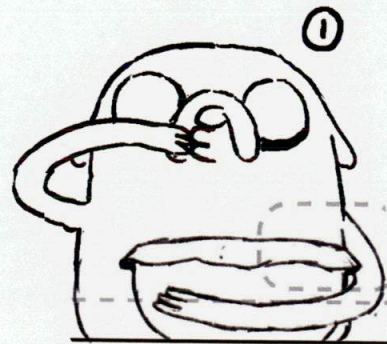
J/ HMM...HM.

J/ *KISS SOUND* MAGNIFIQUE!

Action:



Timing:



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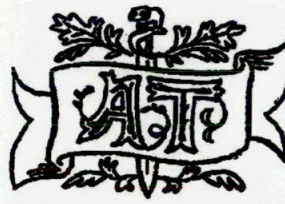
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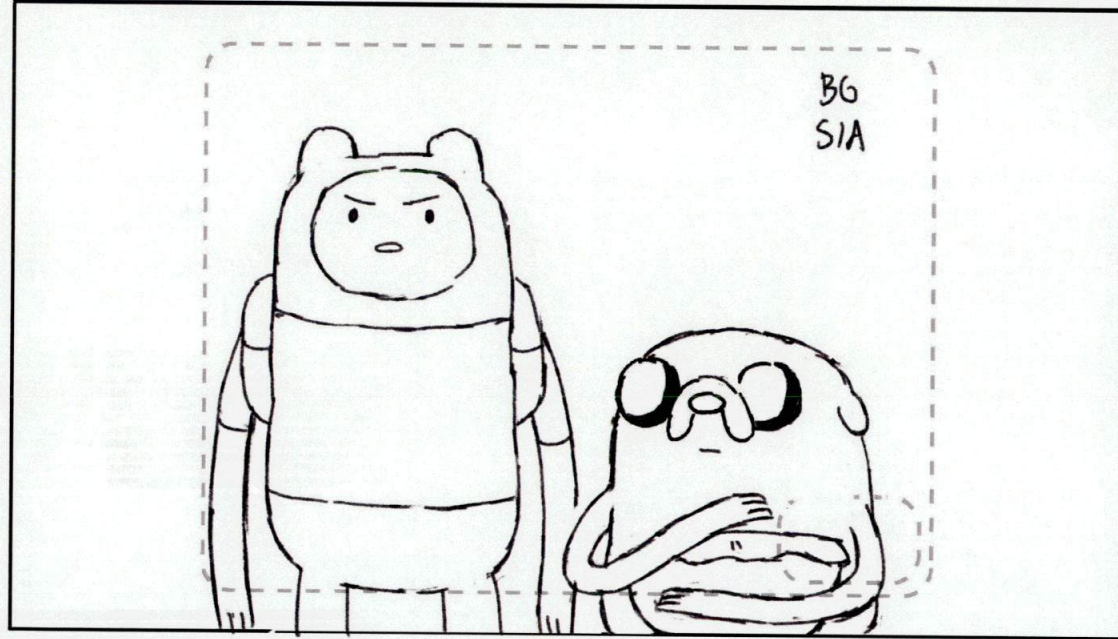
Page 10

Sc. 7 *CONT*

Pnl. E

Bg.

day night

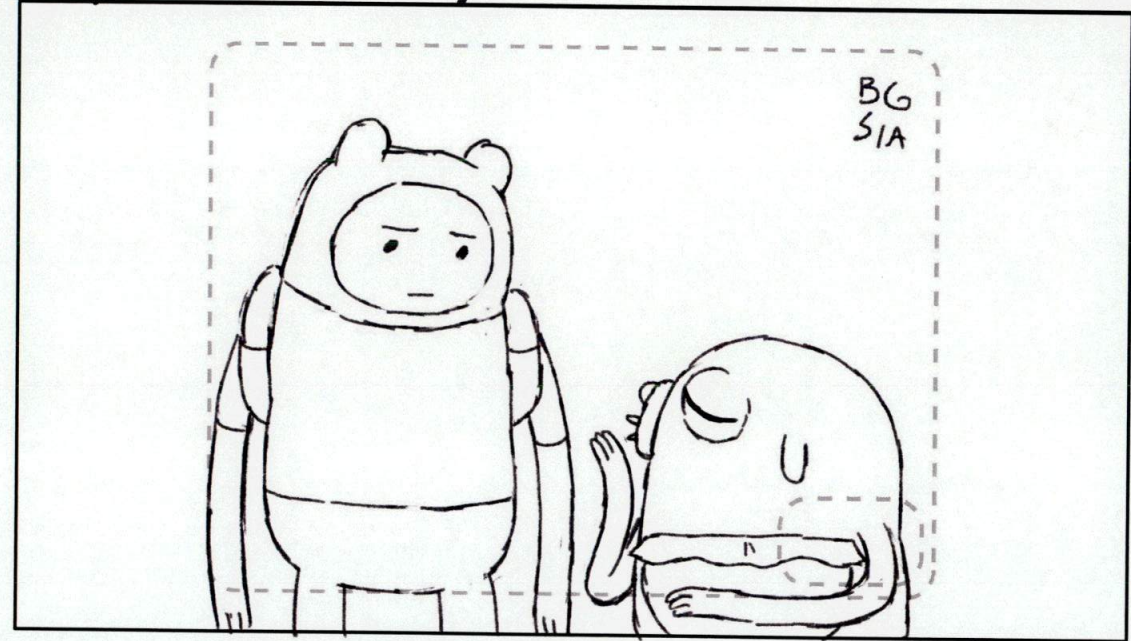


Sc. 7 *CONT*

Pnl. F

Bg.

day night



Dialog:

F/ NO. THIS IS BAD.

J/ MAYBE YOU DON'T "GET" ART.

Action:

Timing:

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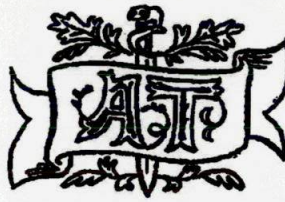
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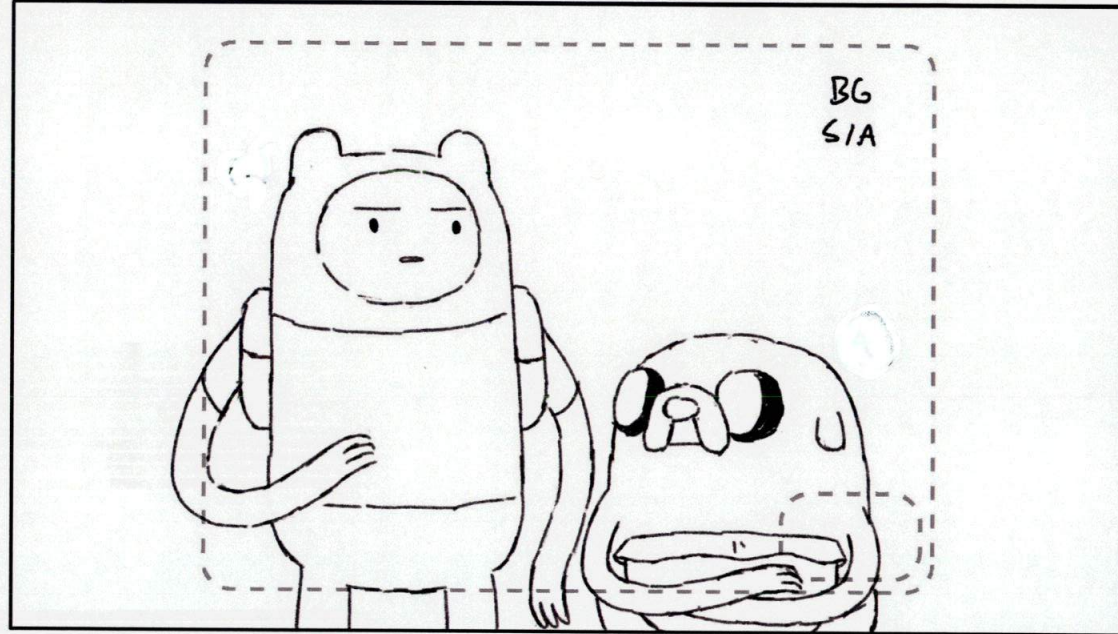
Page 11

Sc. **7 CONT**

Pnl. **G**

Bg.

day night

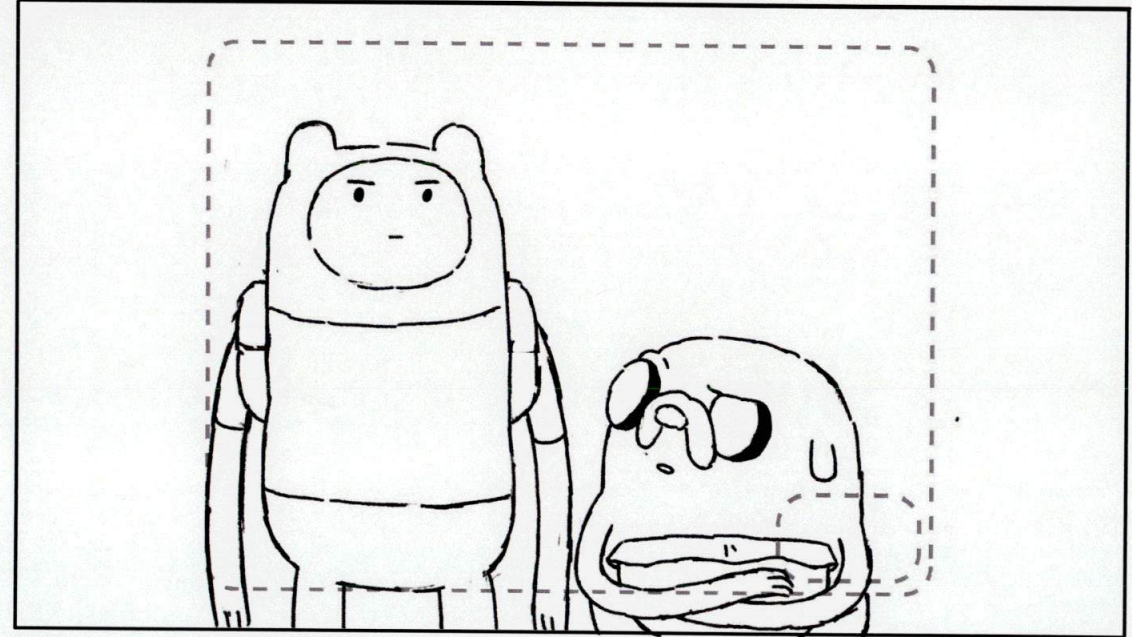


Sc. **7 CONT**

Pnl. **H**

Bg.

day night



Dialog:

F/ ^(G) IT'S DISRESPECTFUL. TO ... ⁽²⁾ THE ^(G1) KINGDOM'S HOLDINGS!

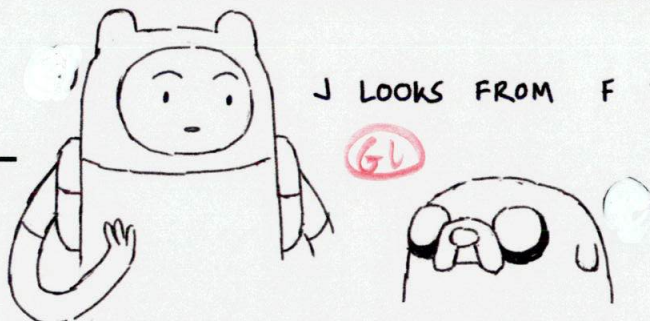
J/ SINCE WHEN ARE YOU ALL ABOUT 'HOLDINGS'?

Action:

J LOOKS FROM F TO MURAL & BACK

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Timing:



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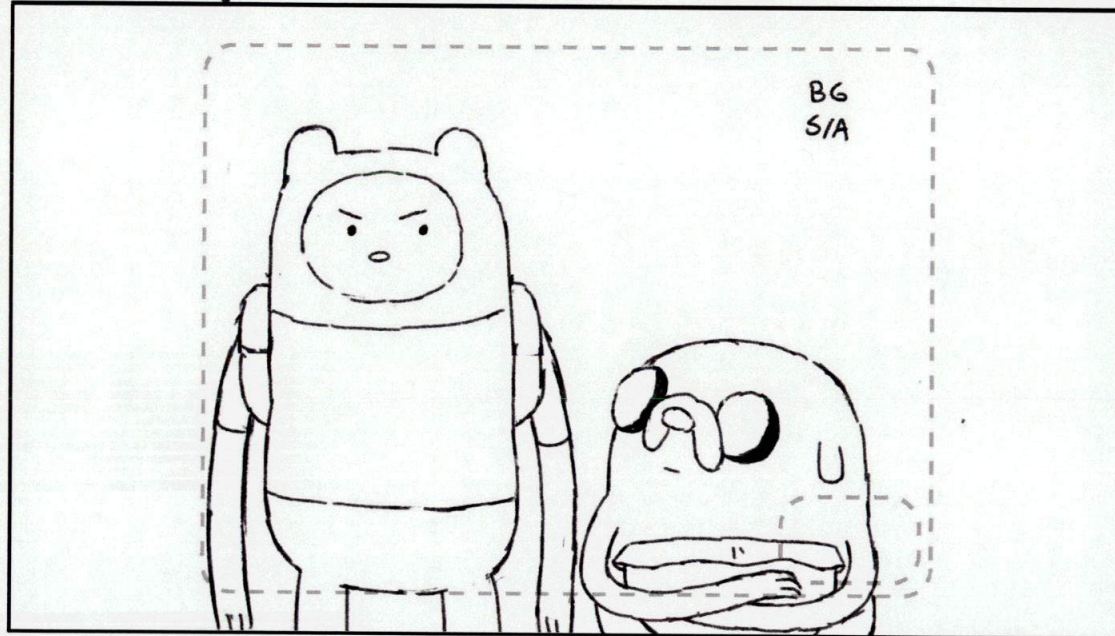
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Sc. 7 *CONT*

Pnl. 1

Bg.

day night

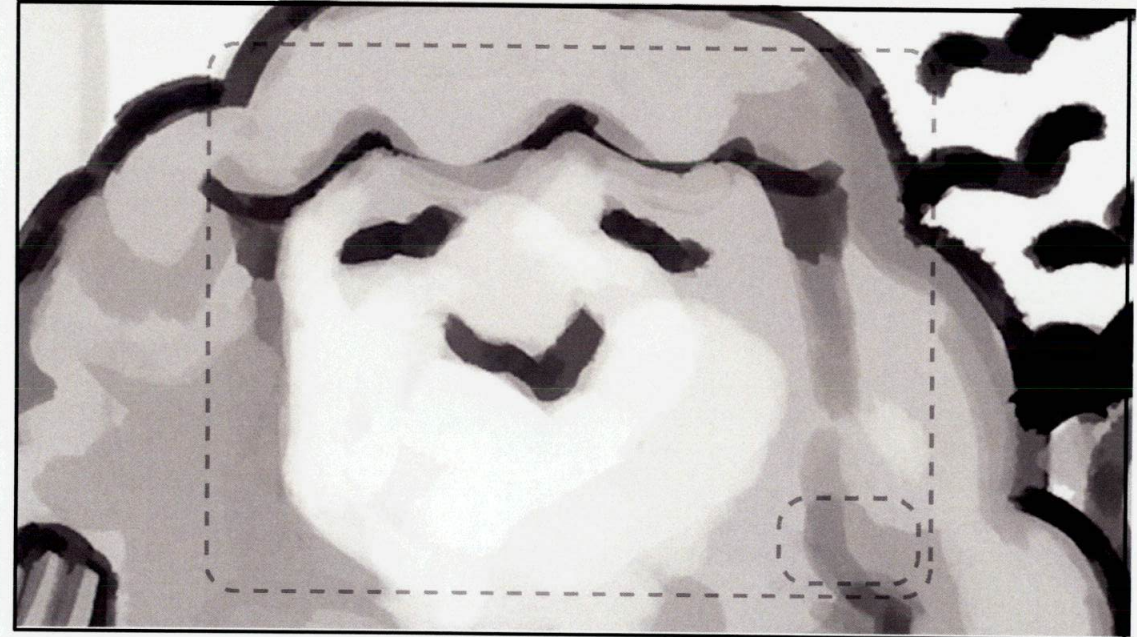


Sc. 8

Pnl. A

Bg.

day night



Dialog:

F/ WHAT 'M ALL ABOUT...

F/(o/s)...IS PROTECTING THE KINGDOM.

Action:

GRAFFITI GUM MONSTER FACE CU

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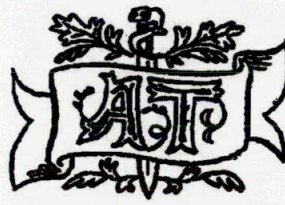
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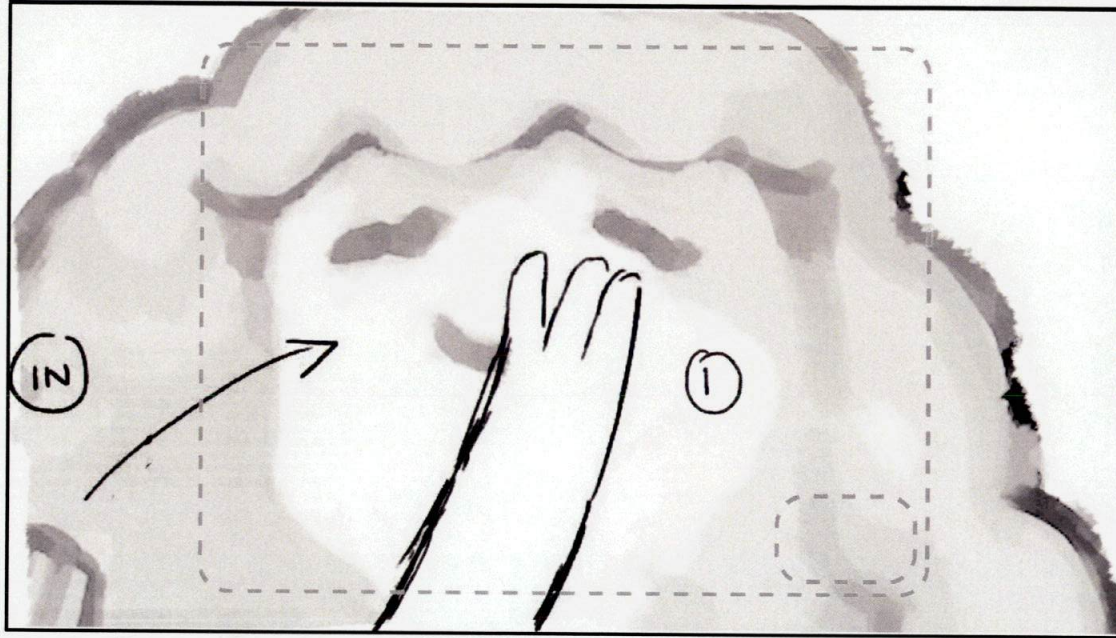
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Sc. 8 *CONT*

Pnl. B.

Bg.

day night

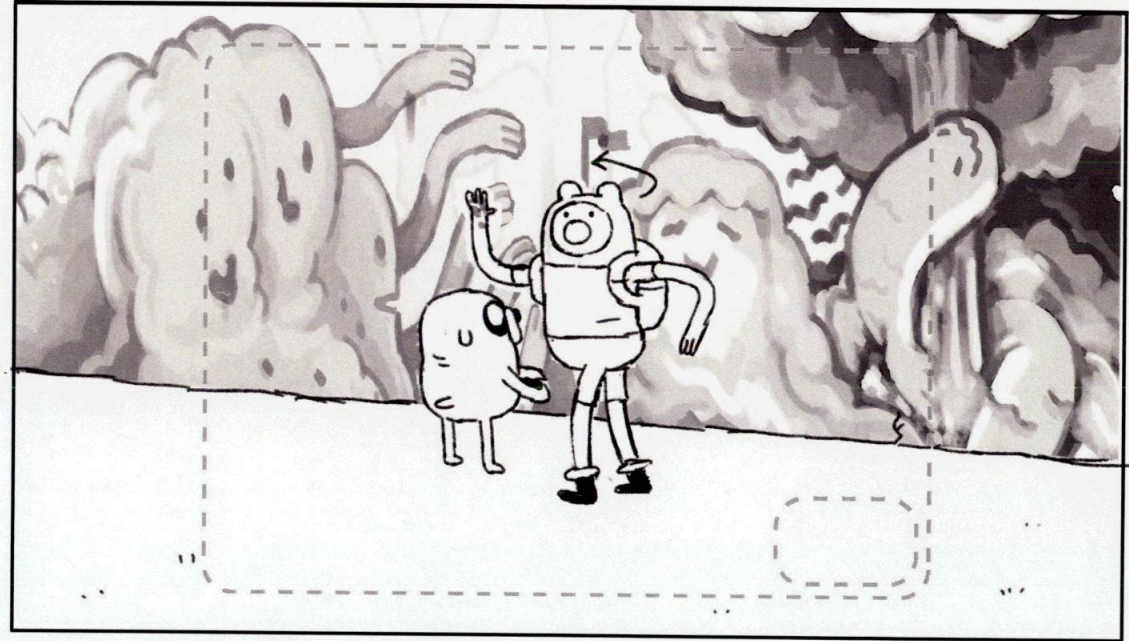


Sc. 9

Pnl. A

Bg.

day night



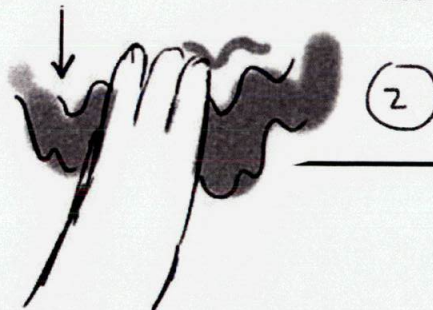
Dialog:

F/ *GASP!*

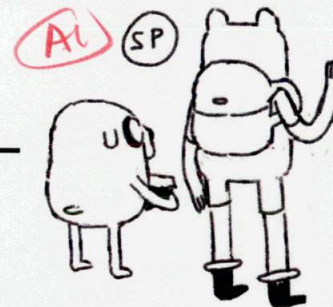
F/ It's fresh!

Action:

F TOUCHES MURAL,
HAND SLIDES DOWN A LIL
& SMUDGES PAINT



Timing:



F WHIPS AROUND HOLDING UP PAINTY HAND

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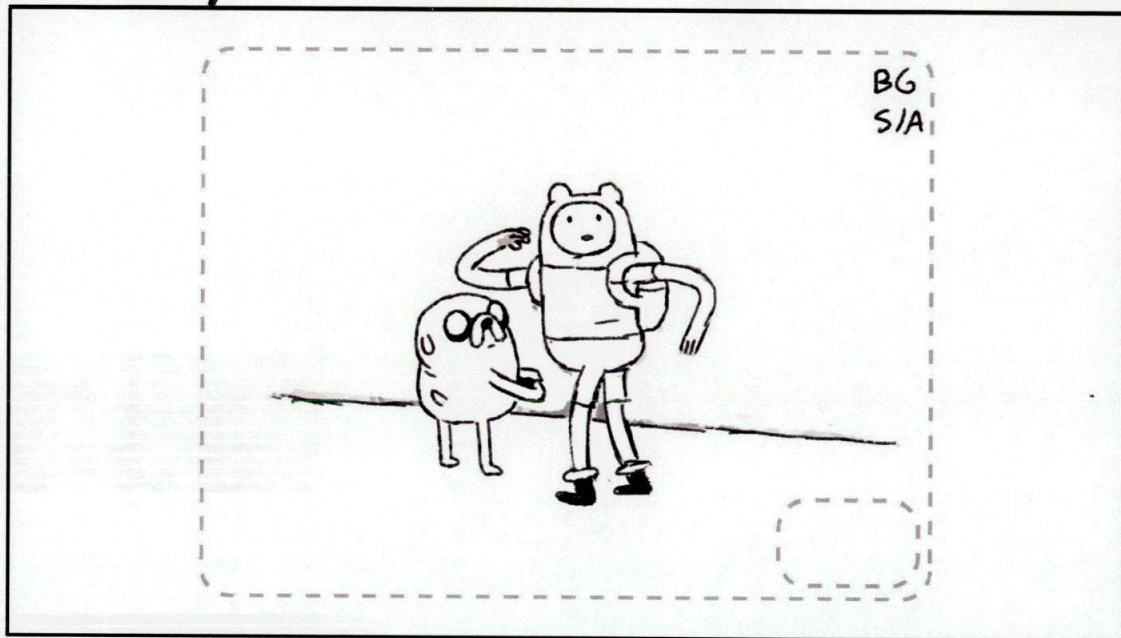
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Sc. 9 *CONT*

Pnl. B

Bg.

day night

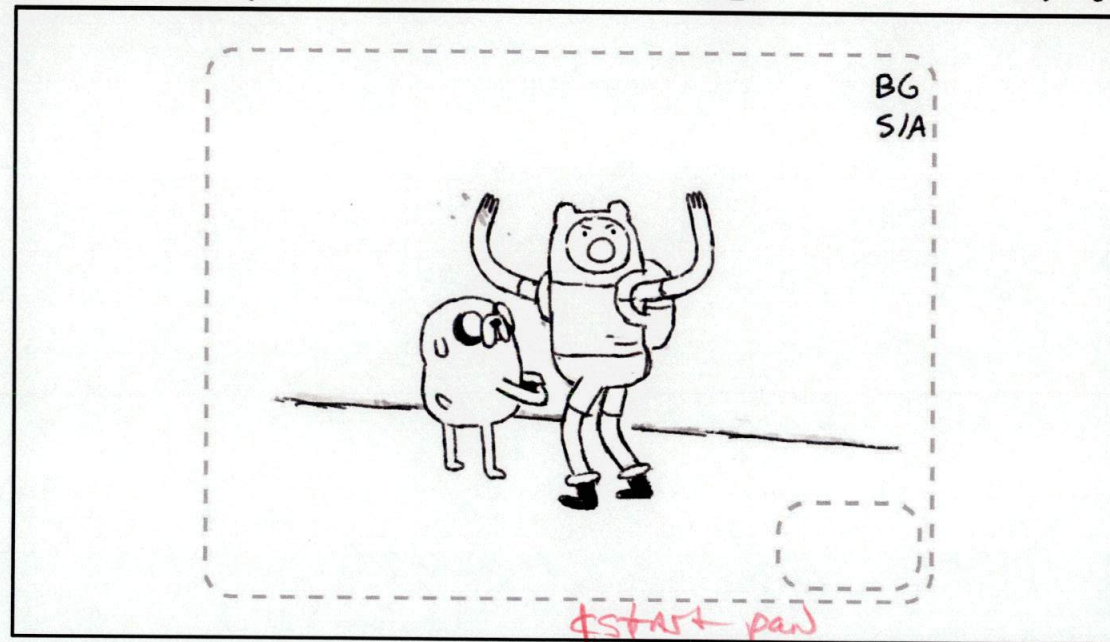


Sc. 9 *CONT*

Pnl. C

Bg.

day night



Dialog:

SFX/ (O/S) PAINT BUCKET THUMPING, SLOSHING, ETC

F/ * BIGGER GASP! *

Action:

BOTH PAUSE & LISTEN

SEP 10 2015

Timing:

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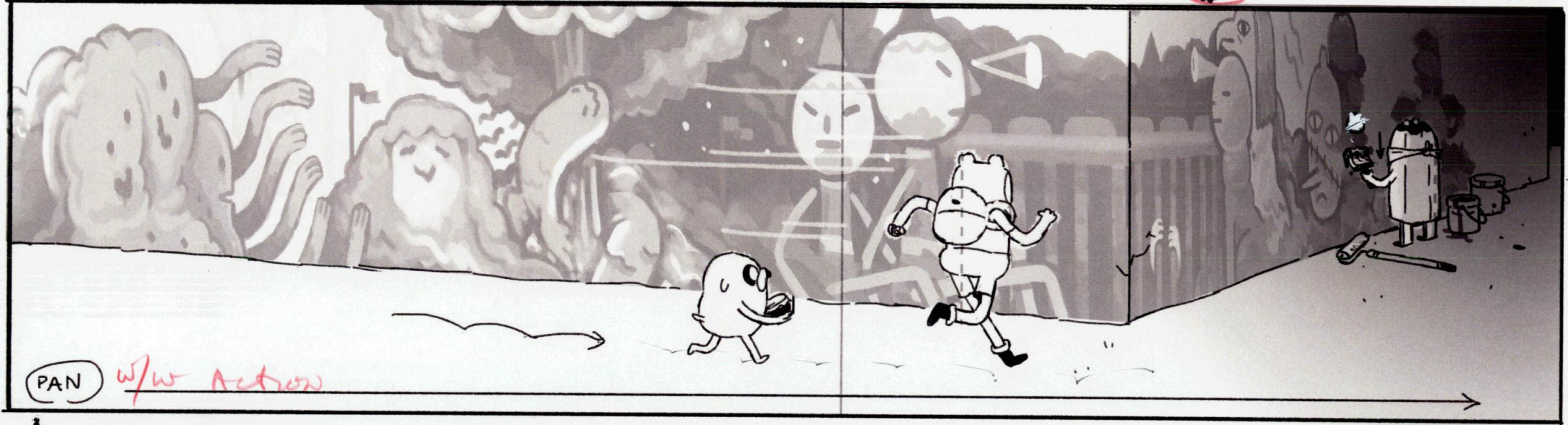
Sc. 9 *cont*

Pnl. ②

Bg.

day night

D



PAN

w/w Action

Dialog:

*Cycle ①/⑤
For Brush action*

Action:

F & J ROUND CORNER TO SEE BG16 PAINTING WALL
W/ ONE OF THOSE BIG HOUSE PAINTING BRUSHES (J AT A MORE LEISURELY PACE)

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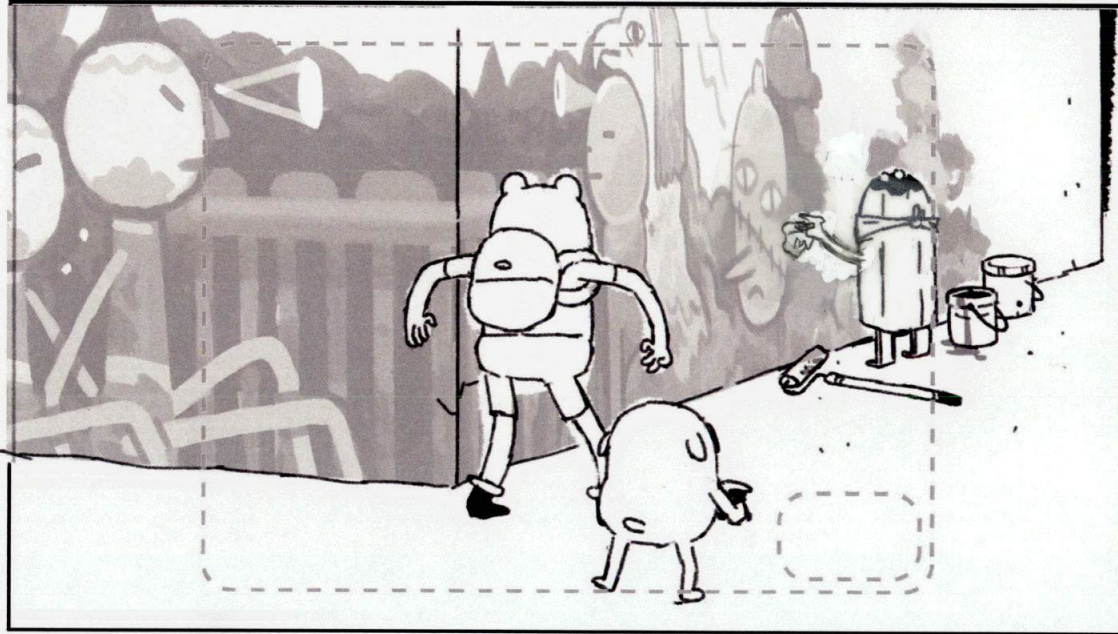
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Sc. 9 *CONT*

Pnl. E

Bg.

day night

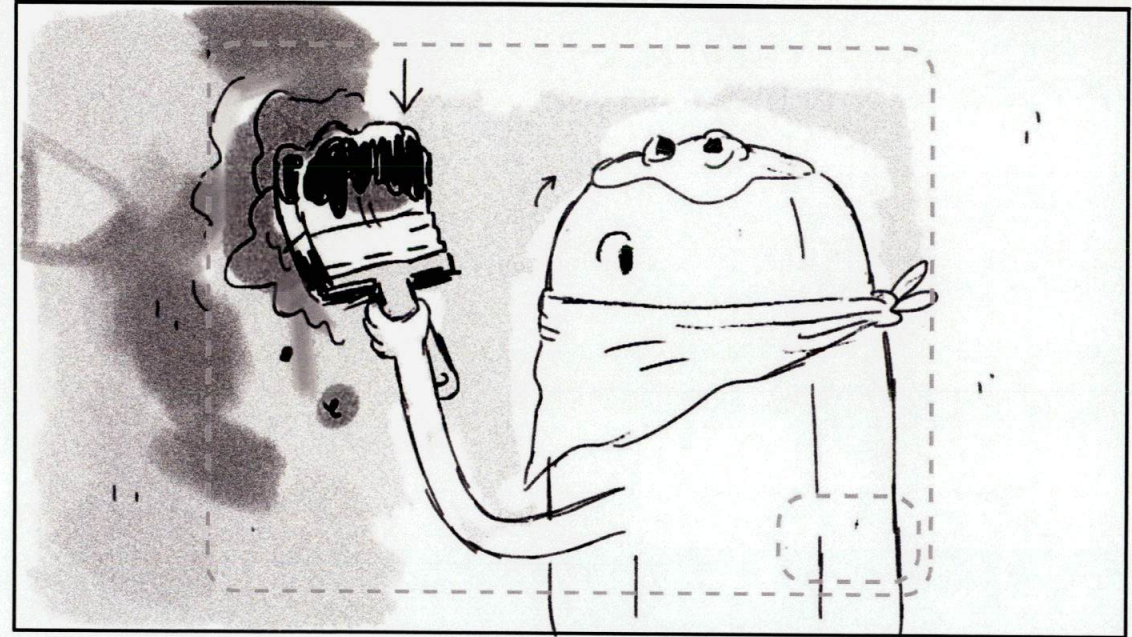


Sc. 10

Pnl. A

Bg.

day night

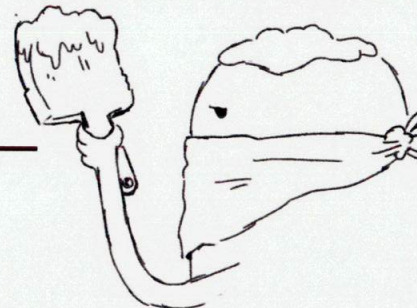


Dialog:

Action:

Timing:

F & J QUICKLY STOP



SP

BG16 TURNS SLIGHTLY

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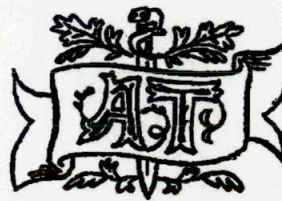
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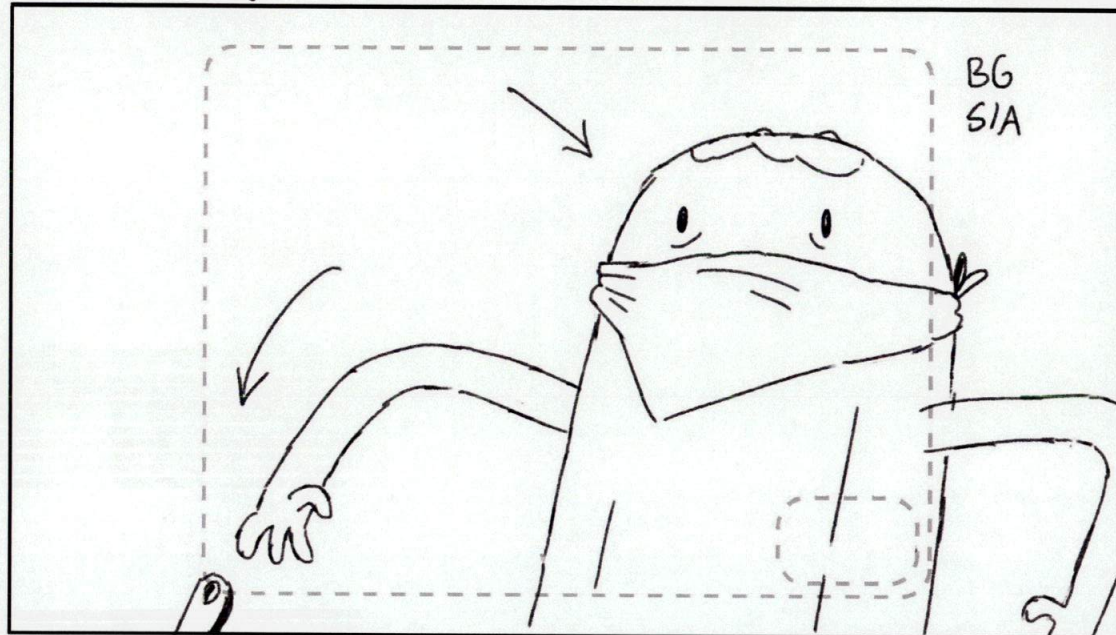
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Sc. 10 *CONT*

Pnl. B

Bg.

day night

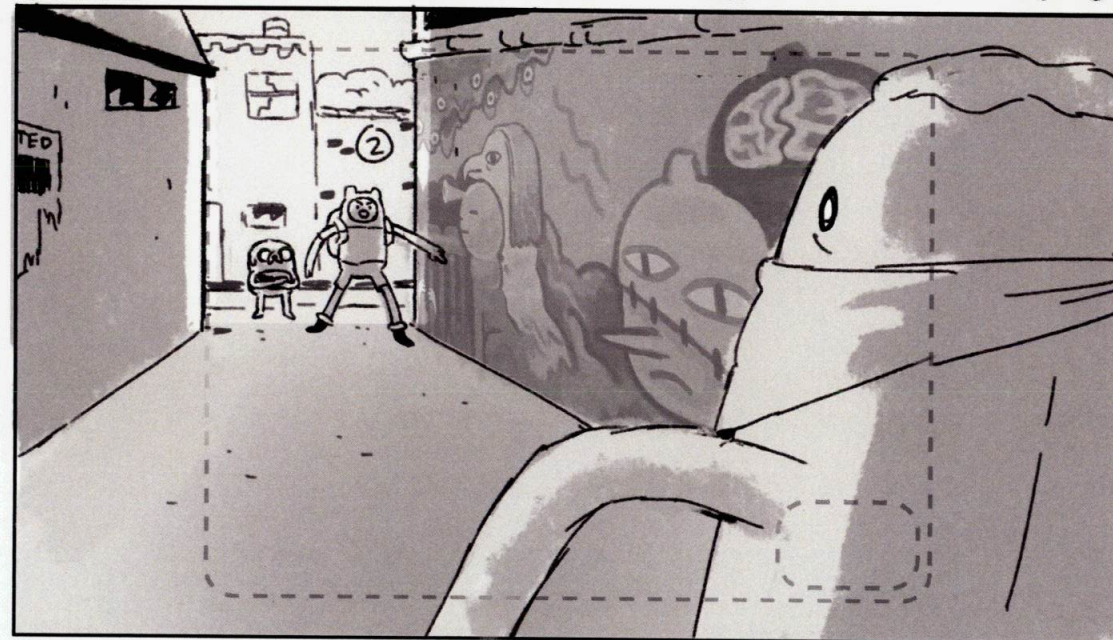


Sc. 11

Pnl. A

Bg.

day night



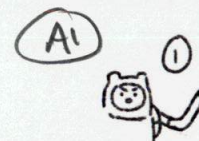
Dialog:

BG/ *EVEN BIGGER GASP!!*

F/ THAT'S ILLEGAL!!!

Action:

BG16 STARTLES, DROPS BRUSH



F POINTS

Timing:

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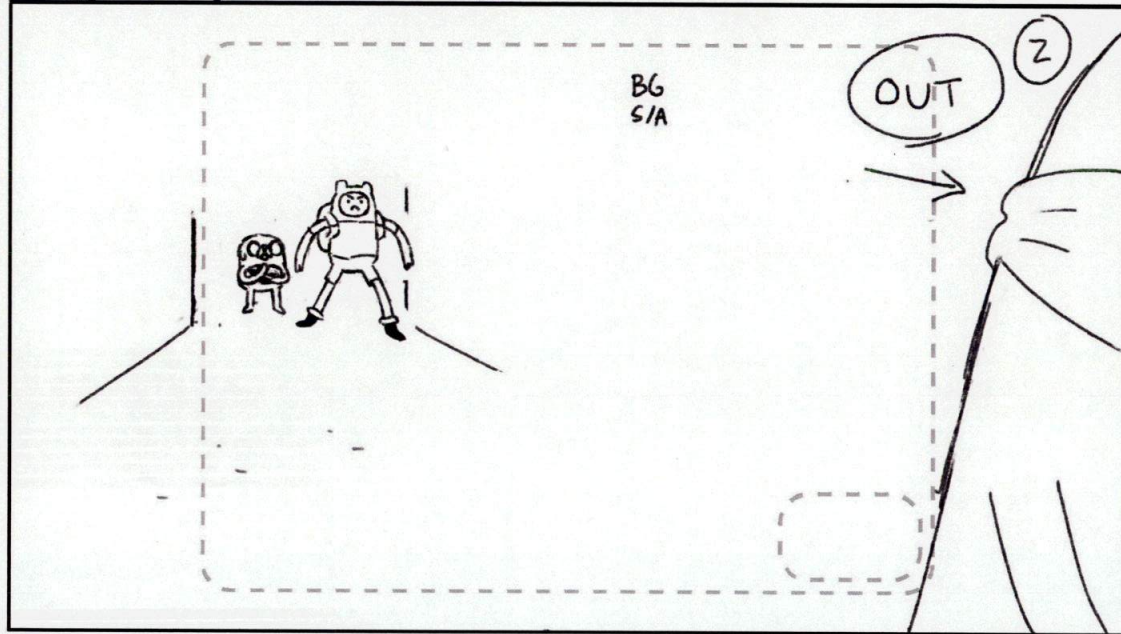
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Sc. 11 CONT

Pnl. B

Bg.

day night

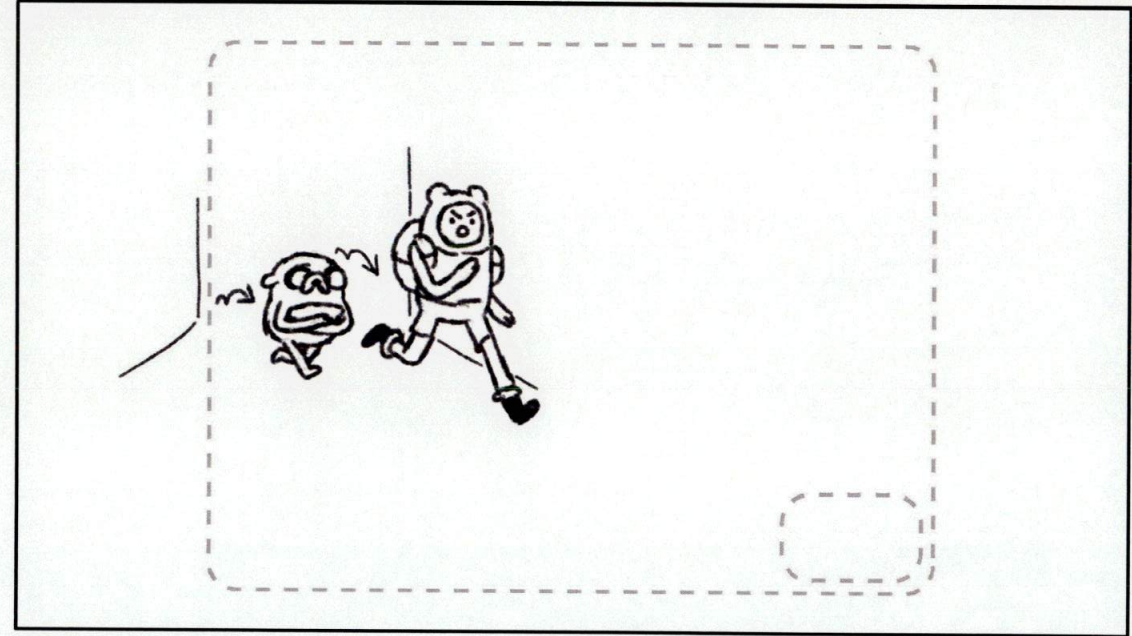


Sc. 11 CONT

Pnl. C

Bg.

day night



Dialog:

J/ AND BEAUTIFUL!

Action:

BG16 TAKES A STEP BACK, TURNS & RUNS

①



F & J PURSUE

Timing:

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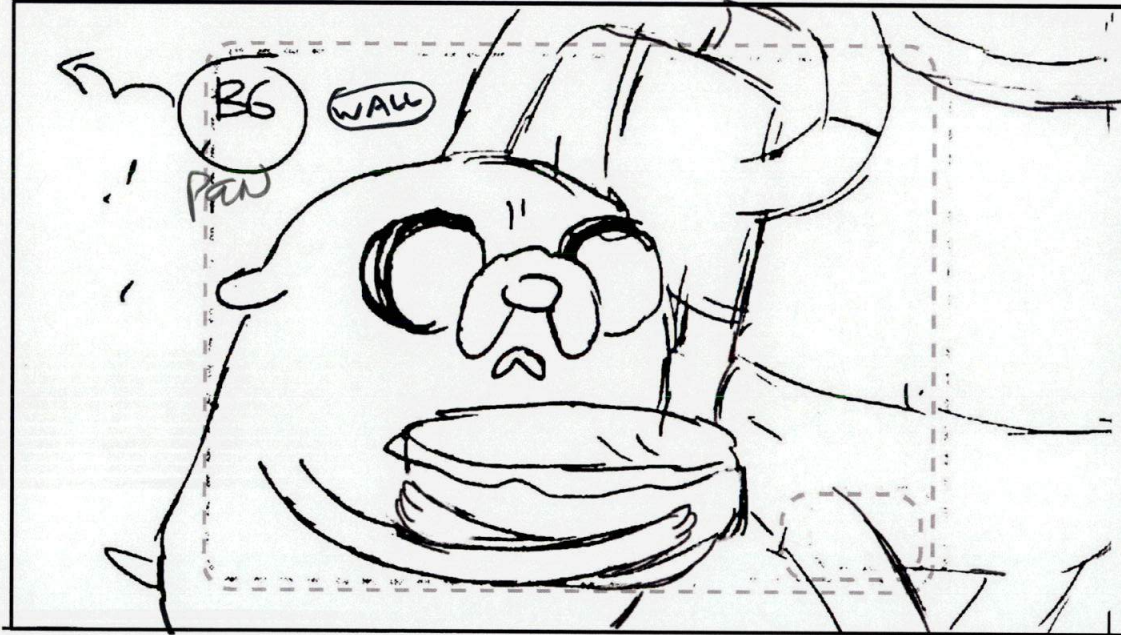
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Sc. 12

Pnl. A

Bg.

day night

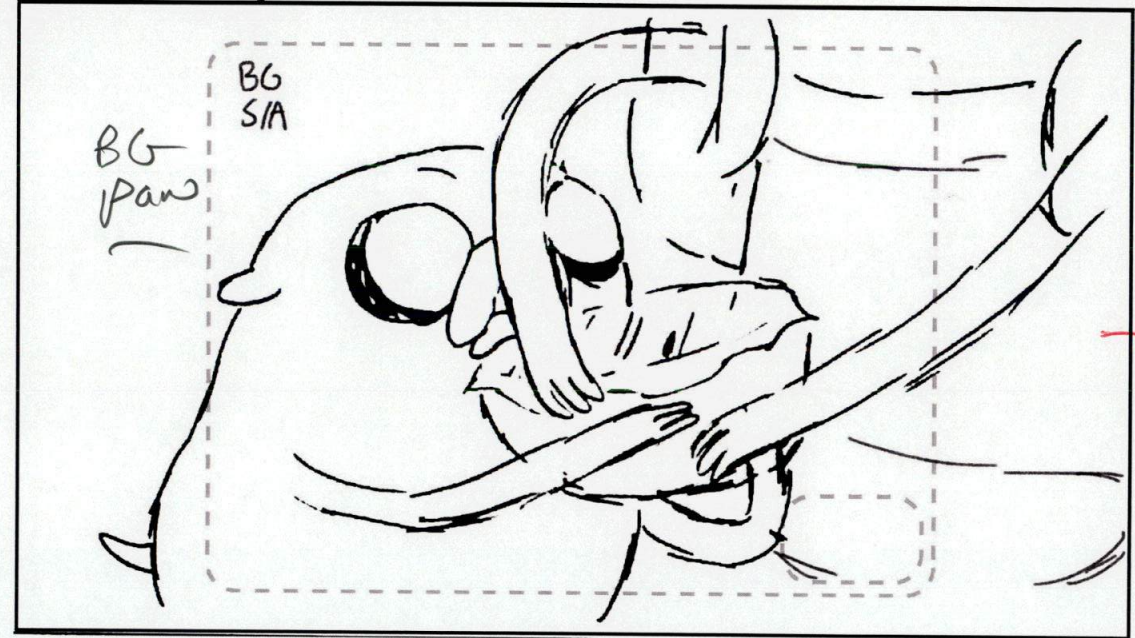


Sc. 12 *CONT*

Pnl. B

Bg.

day night



Dialog:

J/ * HUFF HUFF HUFF *

Action:

F & J RUNNING

Timing:

J/ WH-

F REACHES & GRABS GVAL

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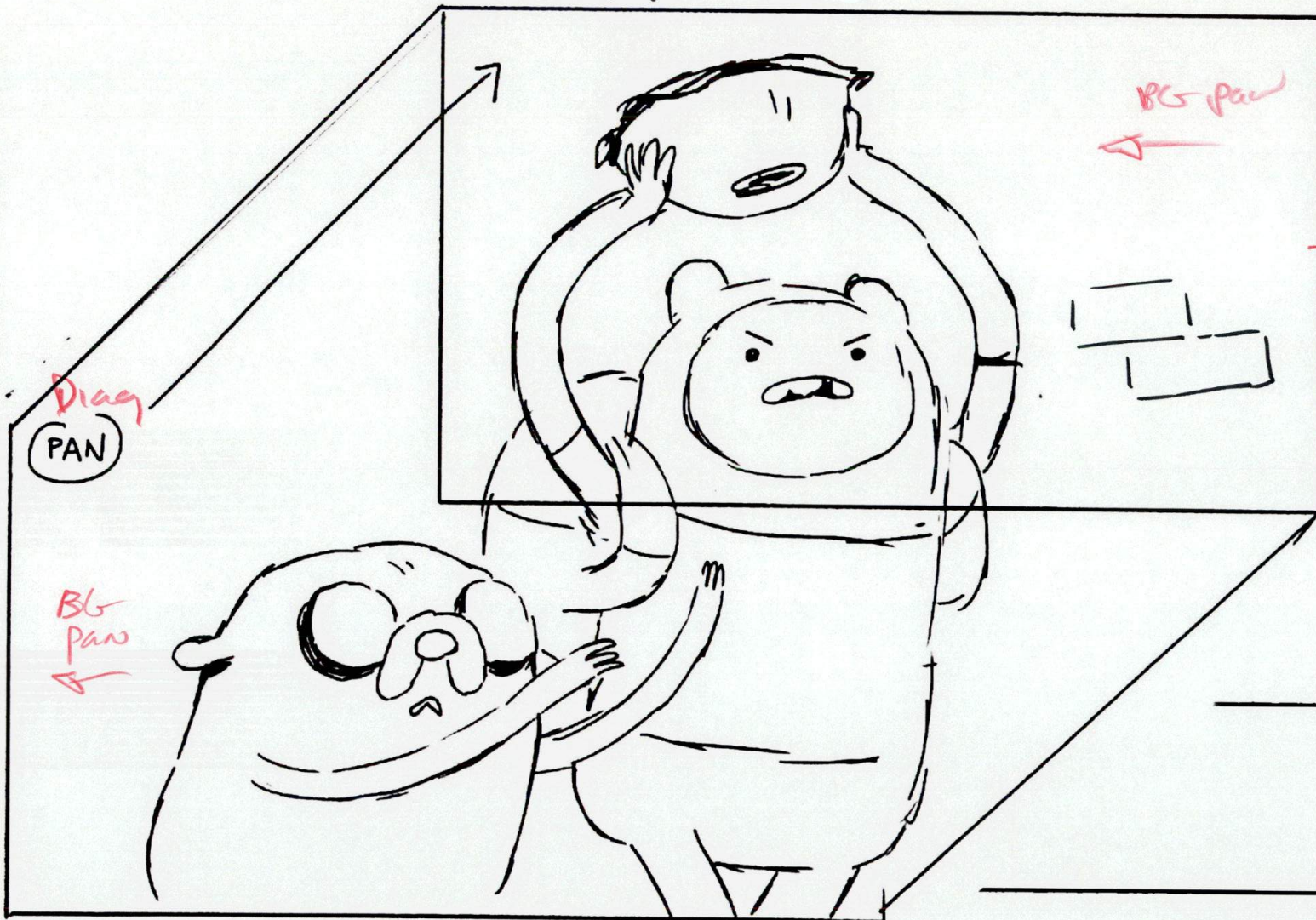
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Sc. 12 *CONT* Pnl.

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F LIFTS GUAL OVER HEAD

Timing:

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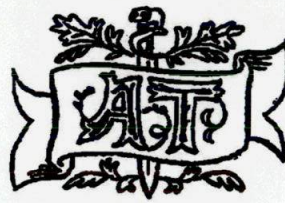
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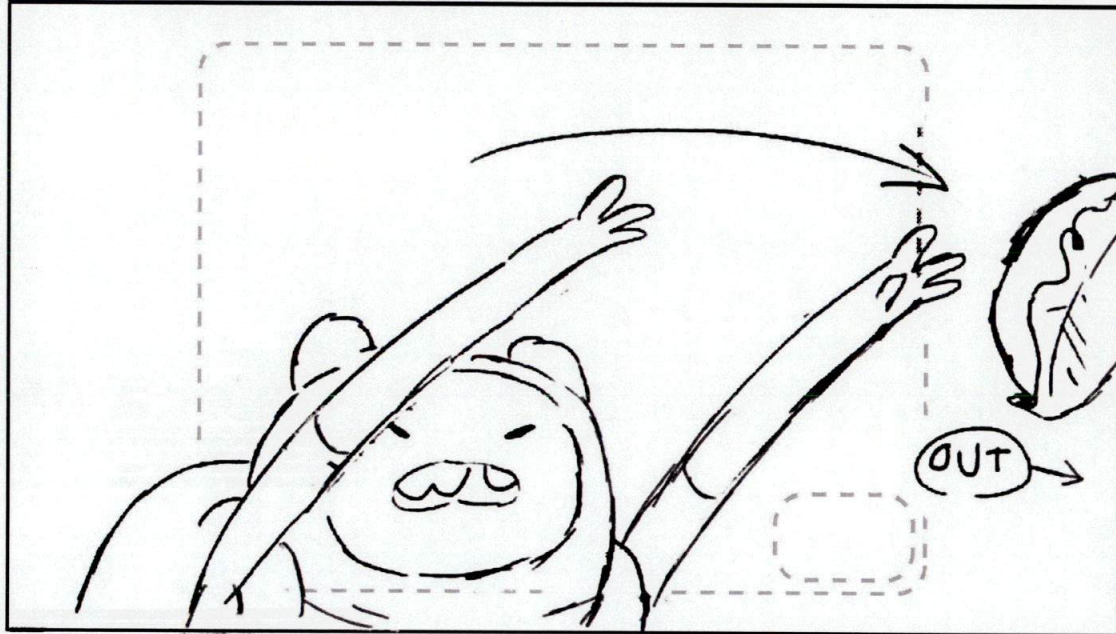
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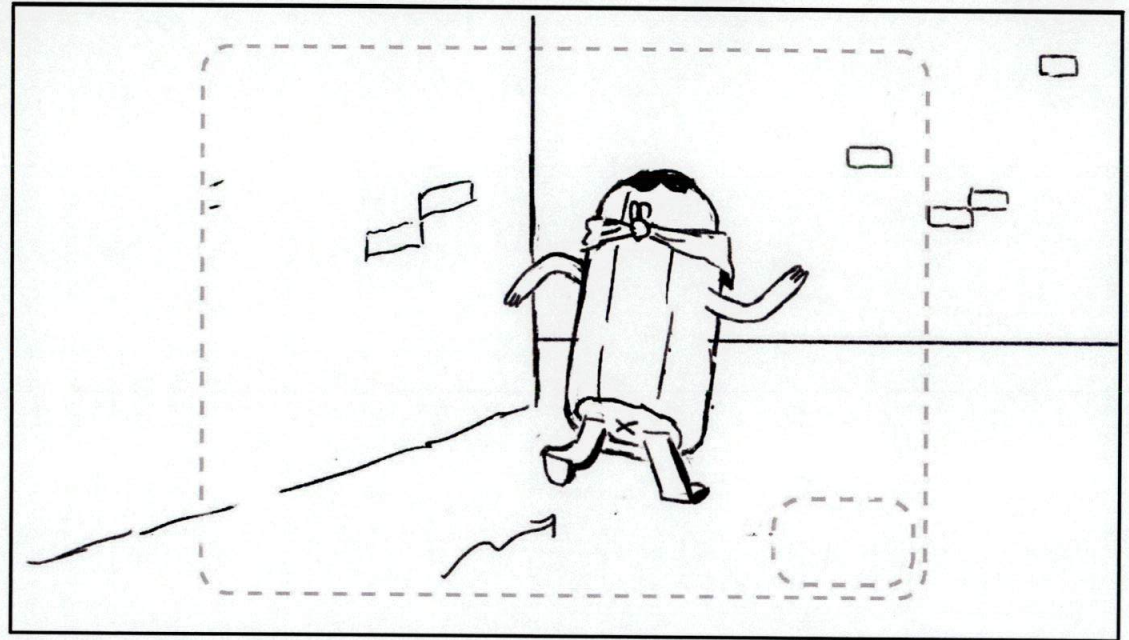


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Sc. 12 *CONT* Pnl. D Bg. day night



Sc. 13 Pnl. A Bg. day night



Dialog:	
F/ YAH!	
Action:	
Timing:	
F CHUCKS GVAL SP SEP 10 2015	

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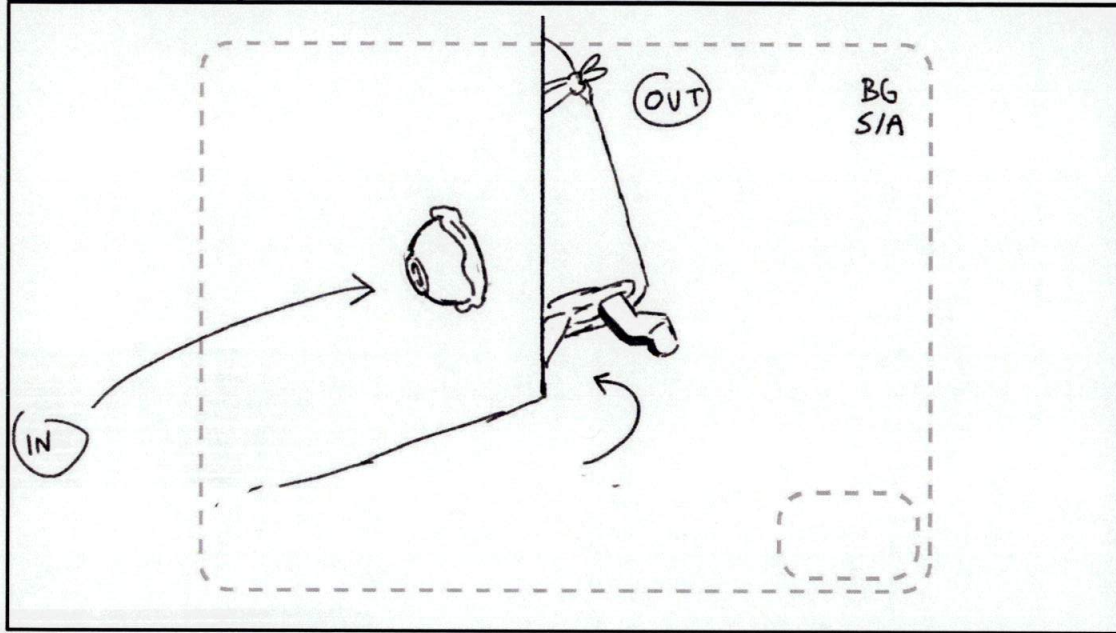
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Sc. 13 *CONT*

Pnl. B

Bg.

day night

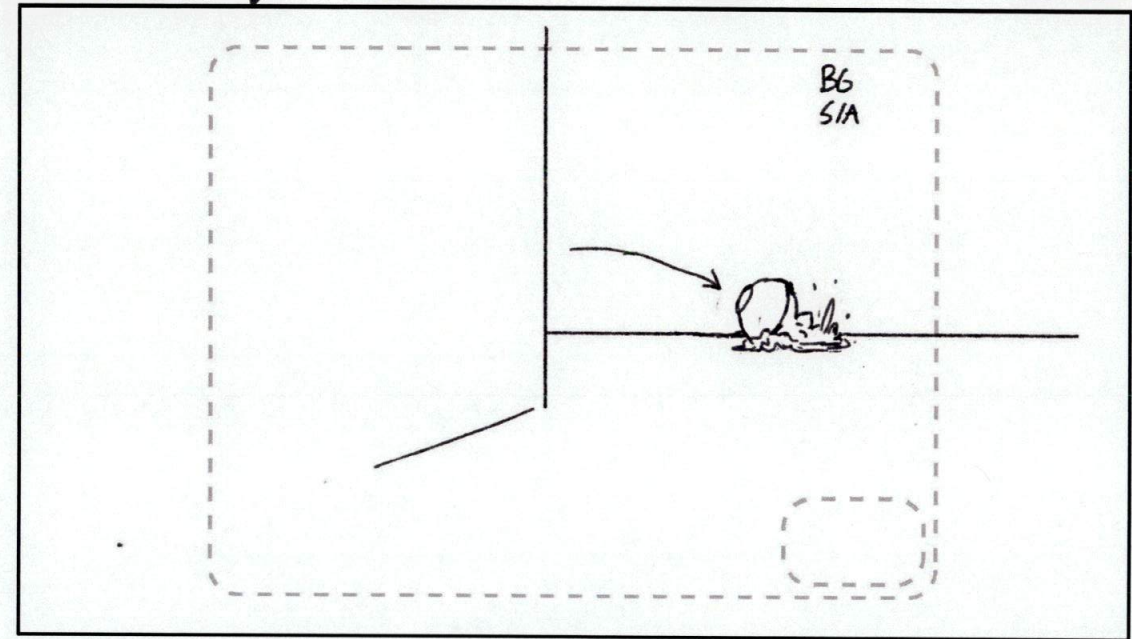


Sc. 13 *CONT*

Pnl. C

Bg.

day night



Dialog:

SFX / *SPLAT*

J / (O/S) AW.

Action:

GUAC SPLATS AGAINST WALL/GROUND

Timing:



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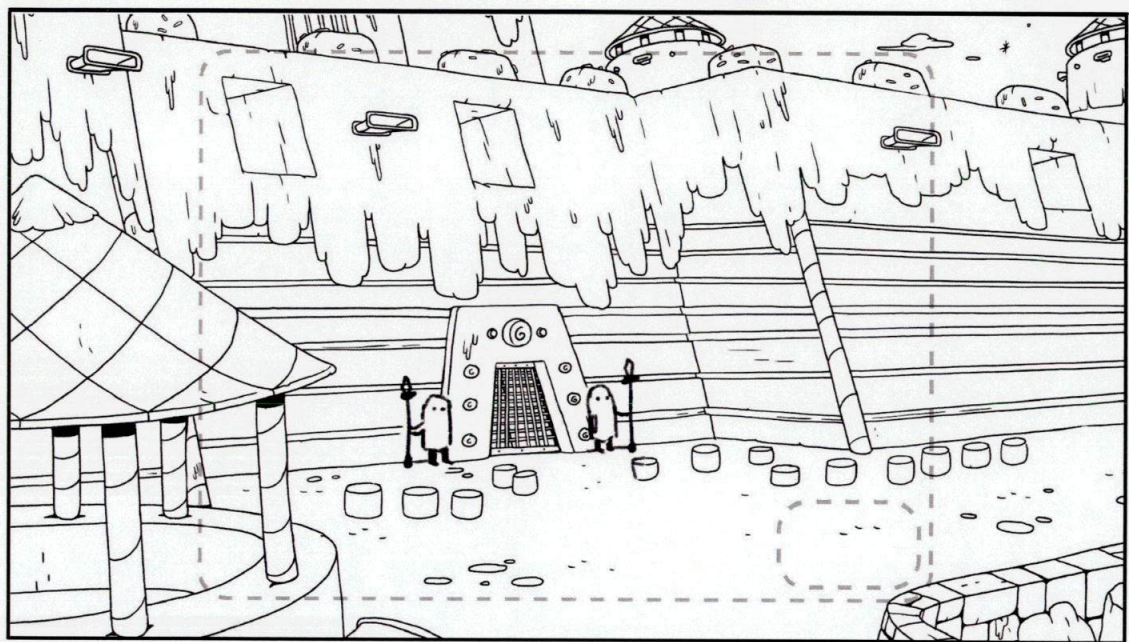
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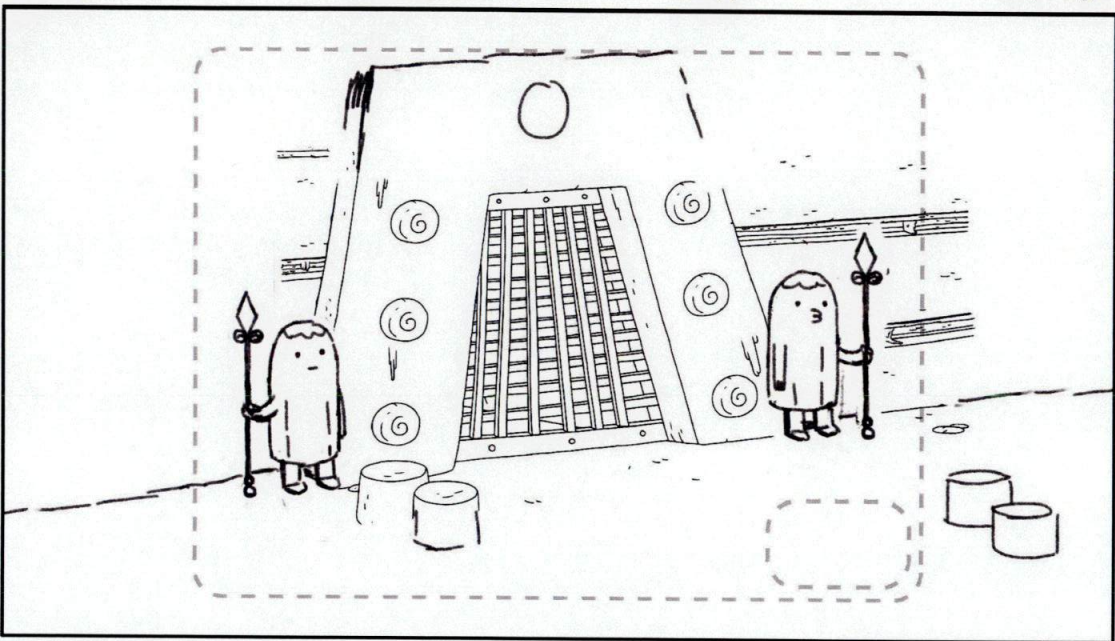
ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night



Sc. 15 Pnl. A Bg. day night



Dialog:
Action: TWO BGS GUARDING COMPOUND
Timing:

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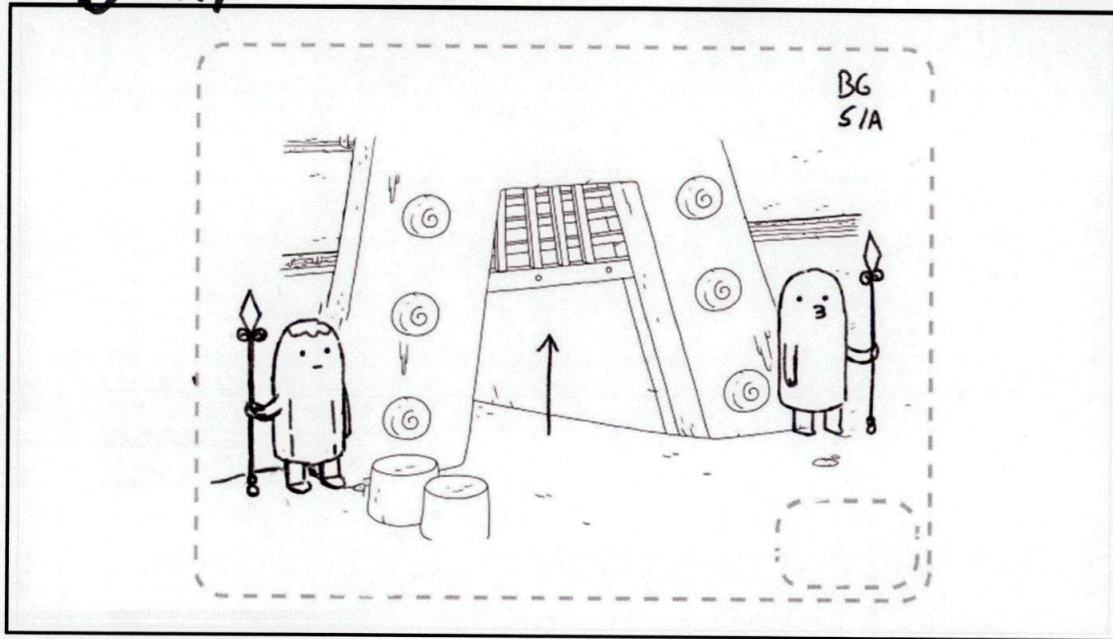
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Sc. 15 CONT

Pnl. B

Bg.

day night

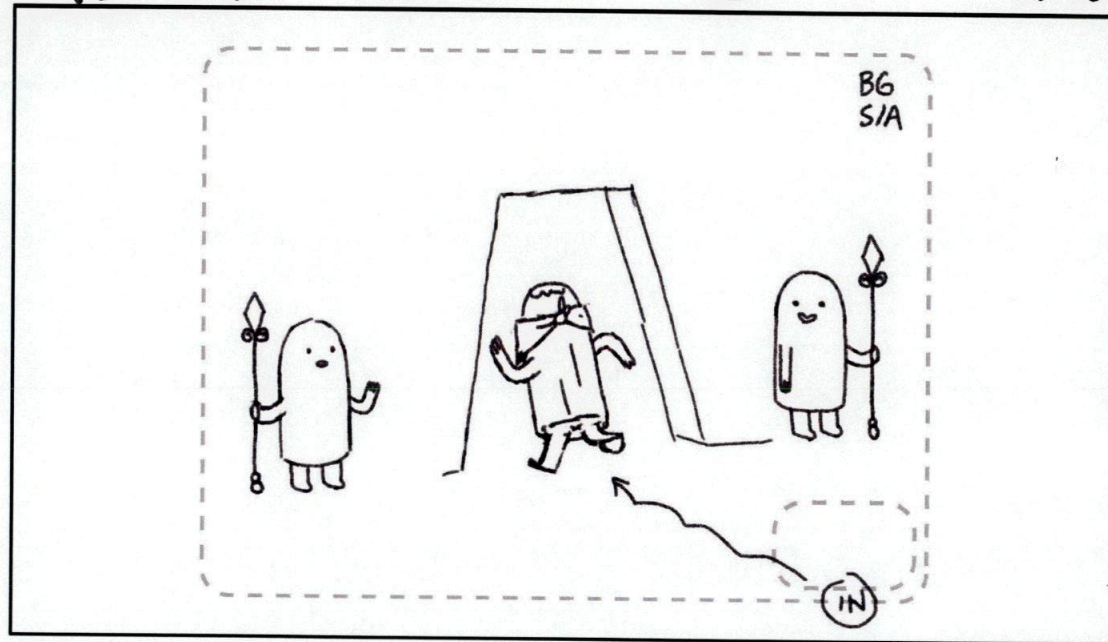


Sc. 15 CONT

Pnl. C

Bg.

day night



Dialog:

BG 1 / OH HI!
BG 2 / HEY. (OVERLAPPING)

Action:

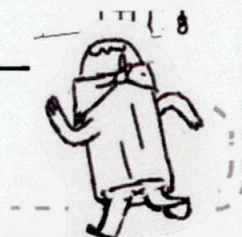
DOOR OPENS, BGS NOTICE NONCHALANTLY

BG 16 RUNS IN

SEP 10 2015

Timing:

②



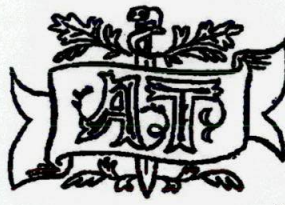
EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



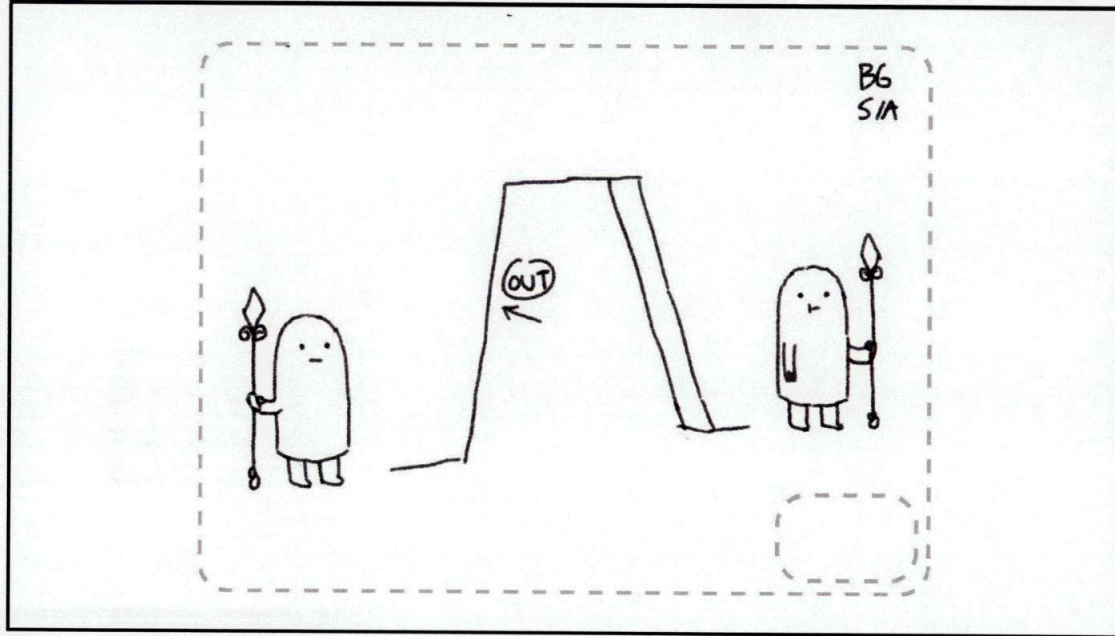
Page 25

Sc. 15 *CONT*

Pnl. D

Bg.

day night

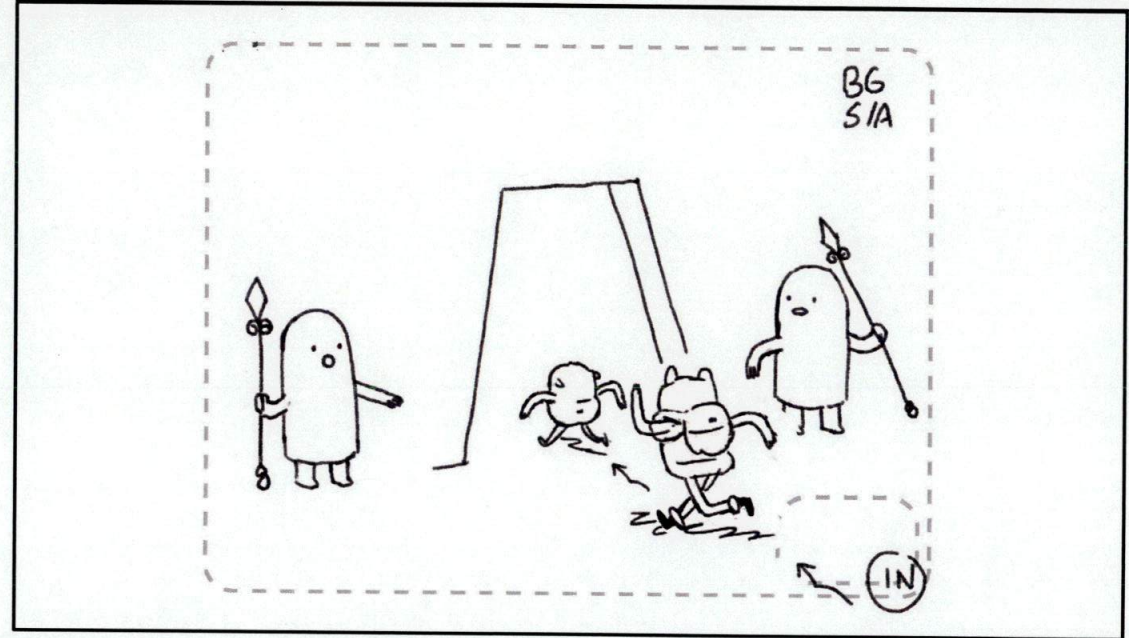


Sc. 16 *CONT*

Pnl. E

Bg.

day night



Dialog:

BG2 / HM!

BG1 / HEY STOP!
BG2 / NO WAITT... (OVERLAPPING)

Action:

F & J RUN AFTER HIM

SEP 10 2011

Timing:

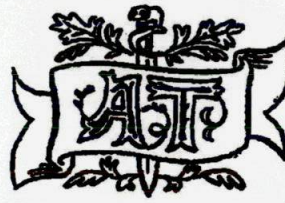
EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



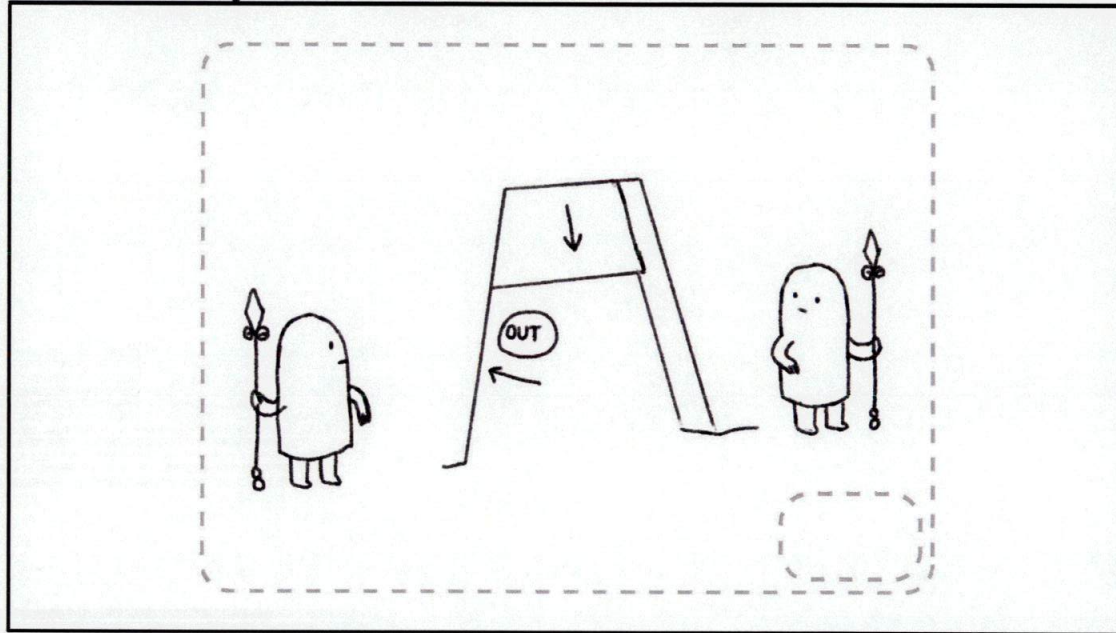
Page 26
26A NEXT
day night

Sc. 15 *CONT*

Pnl. F

Bg.

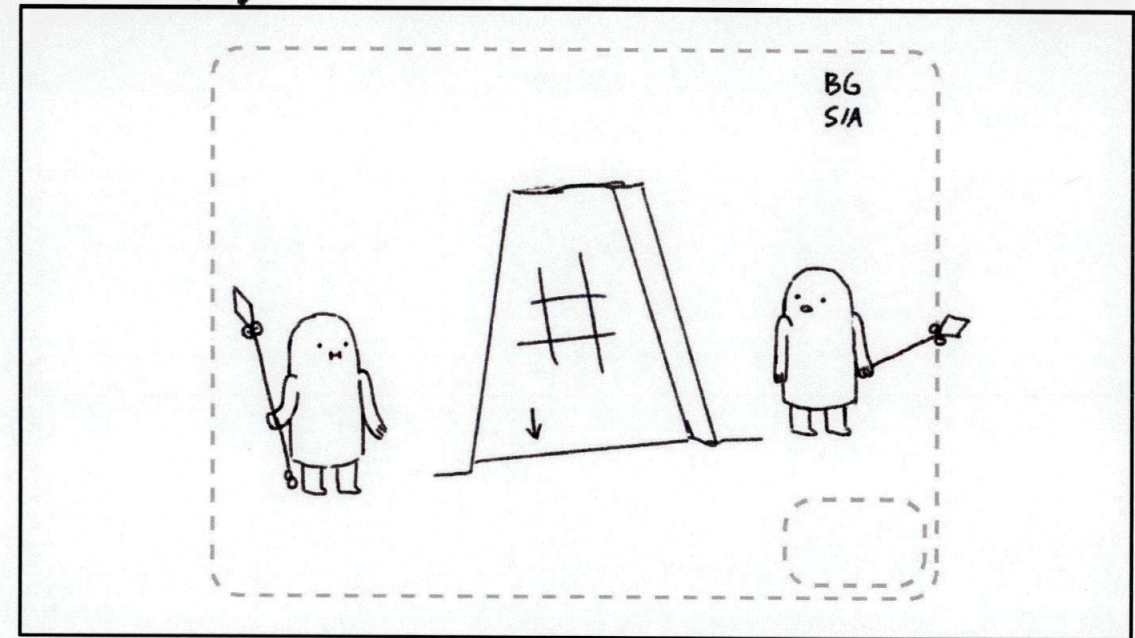
day night



Sc. 16 *CONT*

Pnl. G

Bg.



Dialog:

BG2/ EH.

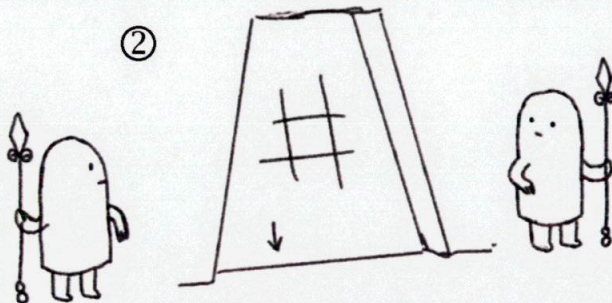
Action:

②

DOOR SHUTS

BGS SHRUG @ EACHOTHER SEP 10 2015

Timing:



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1034/233

Production :

1034/233

ADVENTURE TIME



Page 26 A
27 NET
day night

Sc. 15 *cont*

Pnl. h

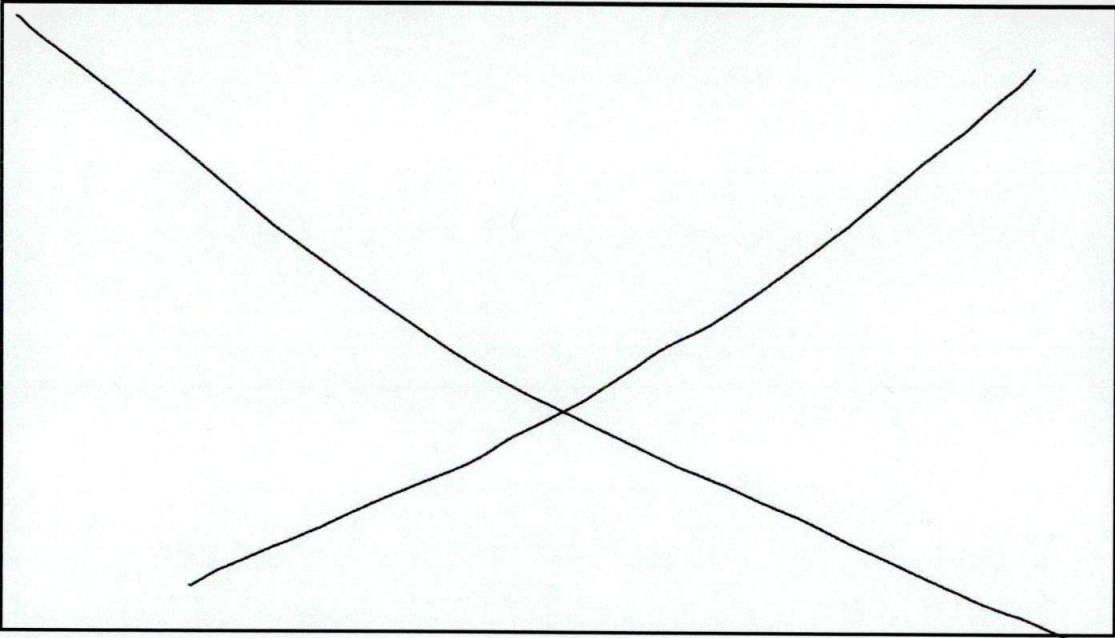
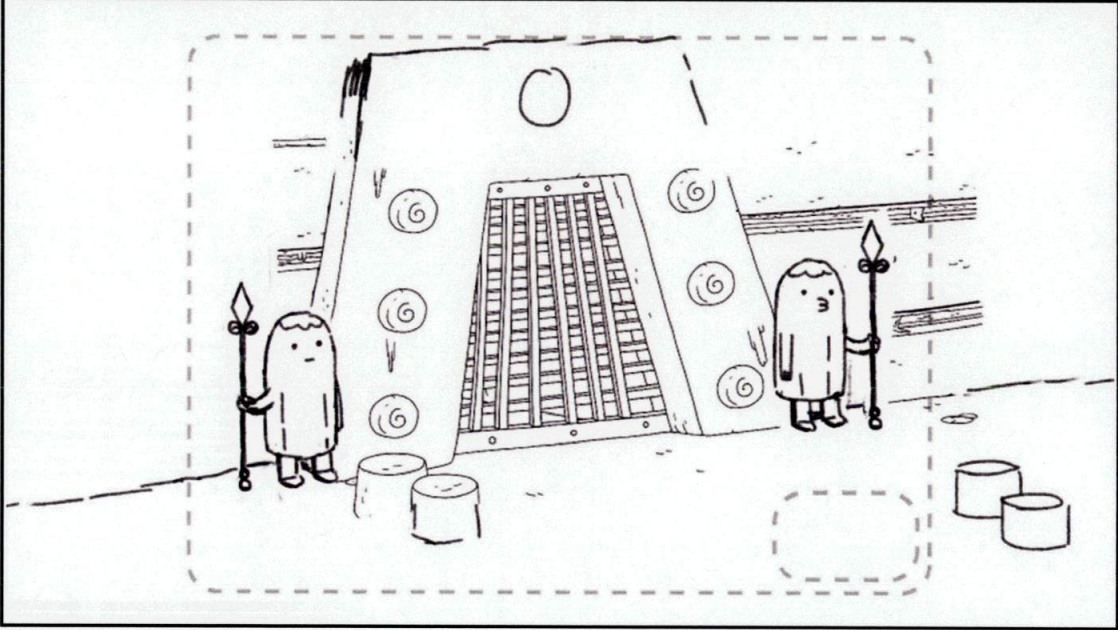
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

SEP 10 2015

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Production :

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ADVENTURE TIME



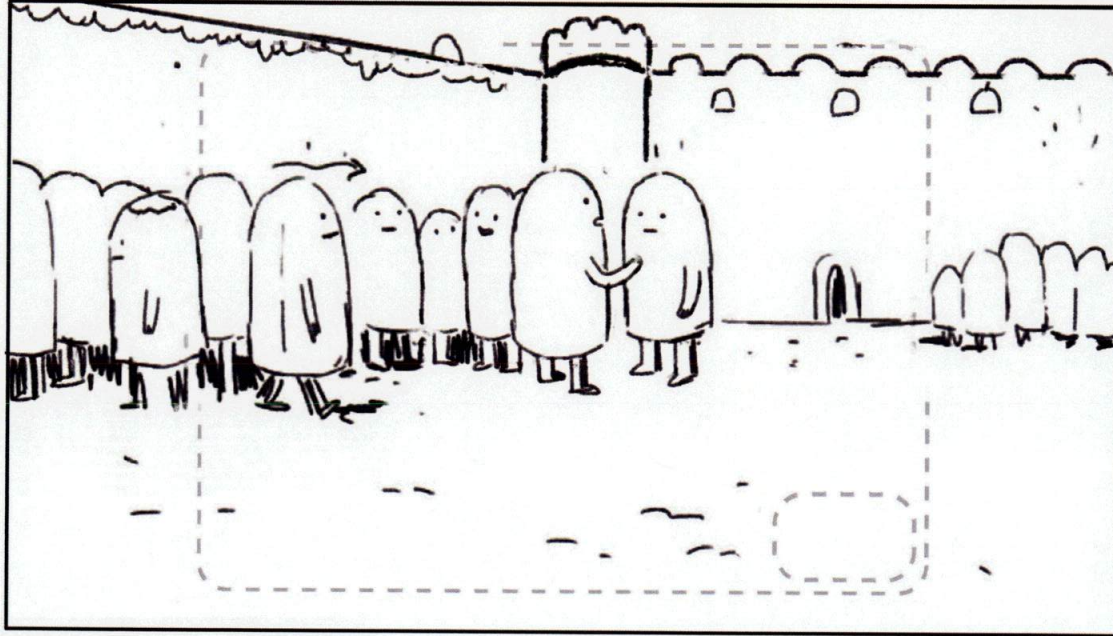
Page 27

Sc. 16

Pnl. A

Bg.

day night



Sc. 16 *cont*

Pnl. B

Bg.

day night



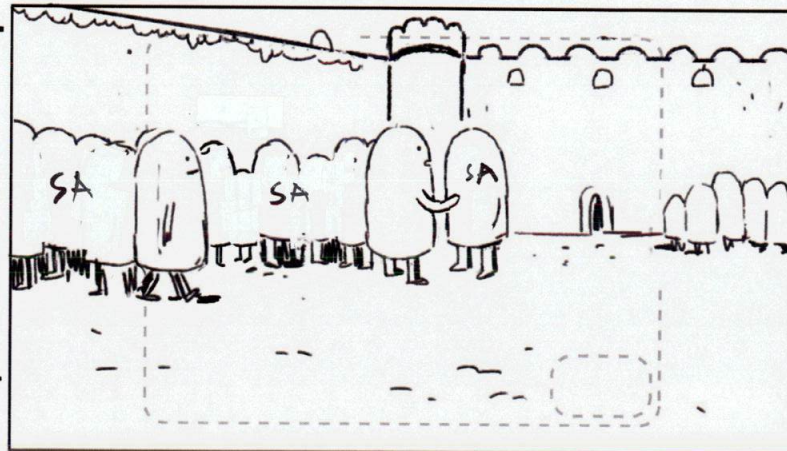
Dialog:

Action:

BGS MILLING AROUND

Timing:

(SP)



BG16 RUNS O/S, NOBODY REALLY CARES

SEP 10 2015

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1034/233

Production :

1034/233

ADVENTURE TIME



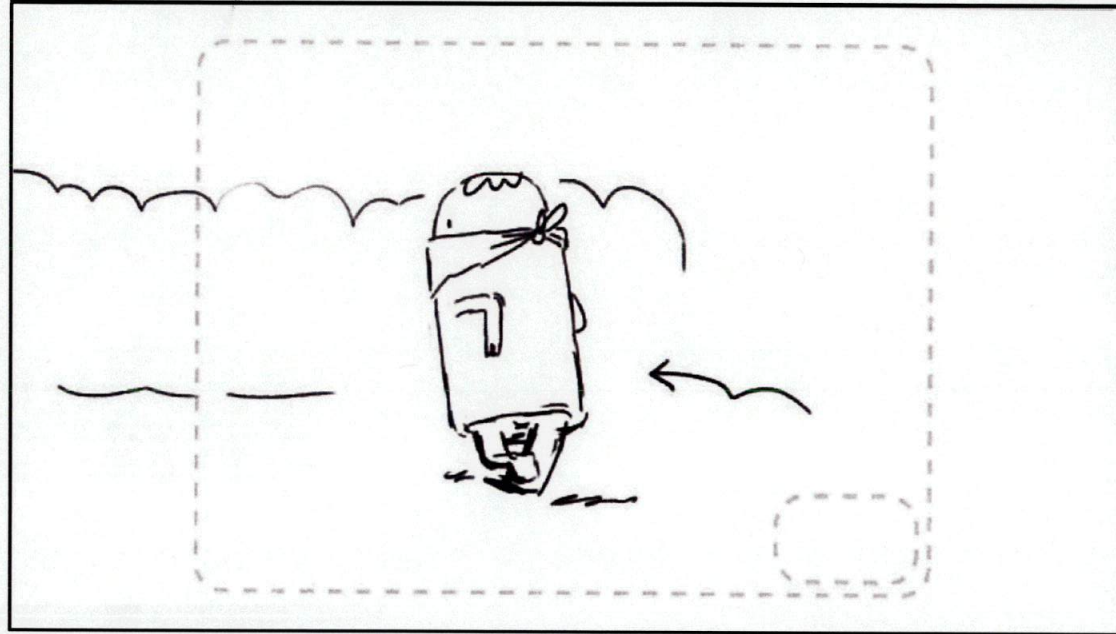
Page 28

Sc. 16 *CONT*

Pnl. C

Bg.

day night



Sc. 16 *CONT*

Pnl. D

Bg.

day night



Dialog:

F/(OIS) STOP!!

Action:

BG16 ABRUPTLY STOPS & TURNS

SEP 10 2015

Timing:

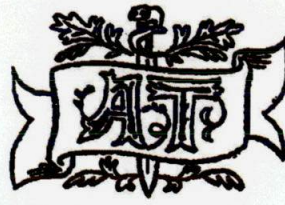
EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



Page 29

Sc. 17

Pnl. A

Bg.

day night

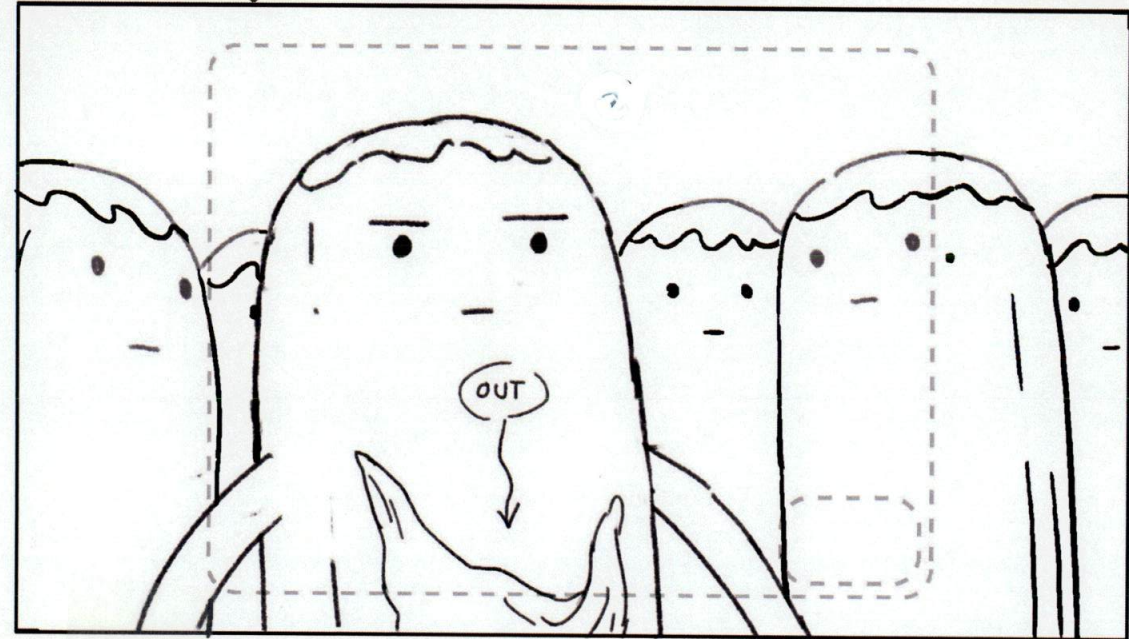


Sc. 17 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(2)

BG REACHES BACK

(A1)

Brows
DN

(B1)

(B2)

(B3)

BANDANNA FALLS O/S

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

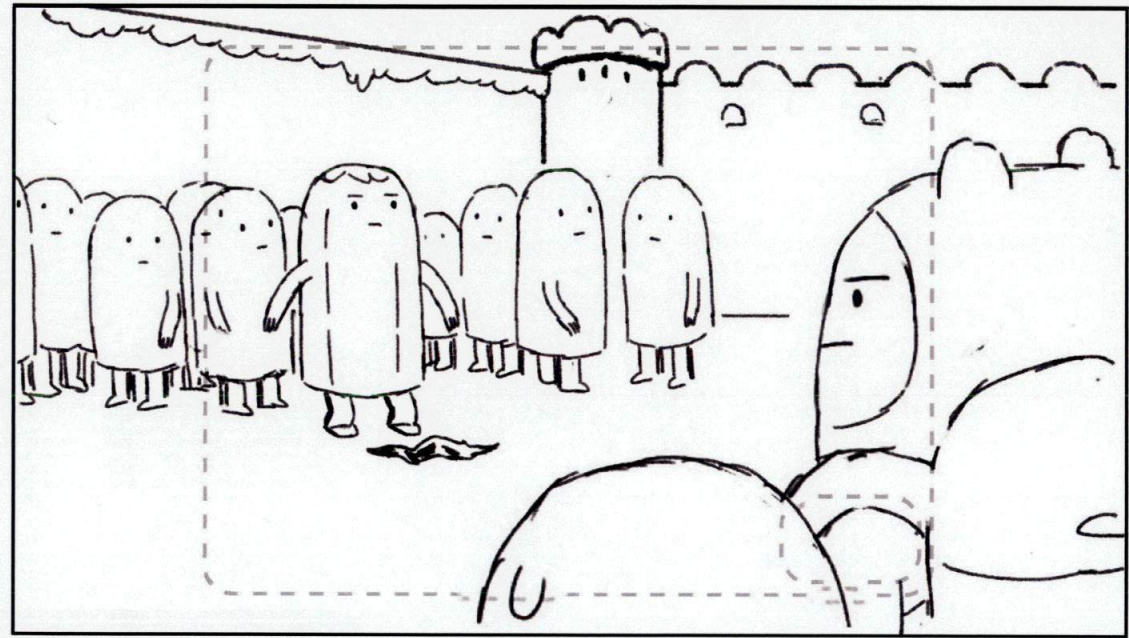
1034/233

1034/233

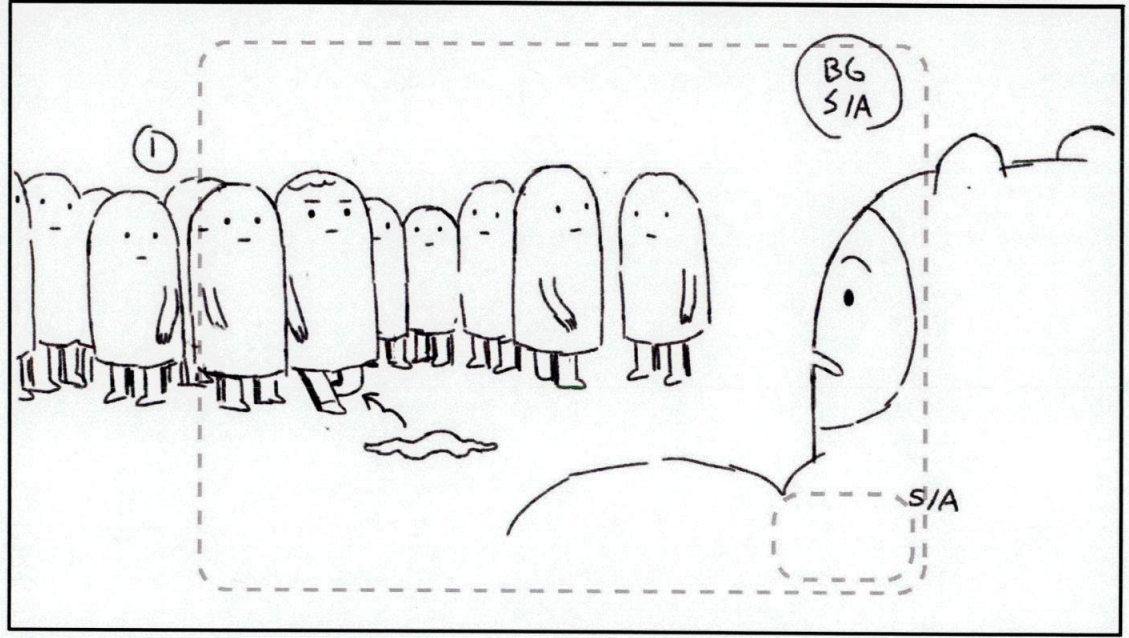
ADVENTURE TIME



Sc. 18 Pnl. A Bg. day night



Sc. 18 *cont* Pnl. B Bg. day night



Dialog:
Action:
Timing:

BG16 STEPS BACK & MELTS INTO CROWD, BG5 CONTINUE MILLING AROUND

SEP 10 2013

EPISODE # 1034-233

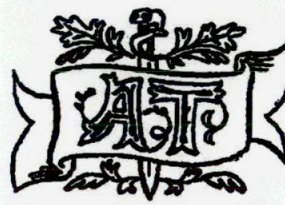
Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



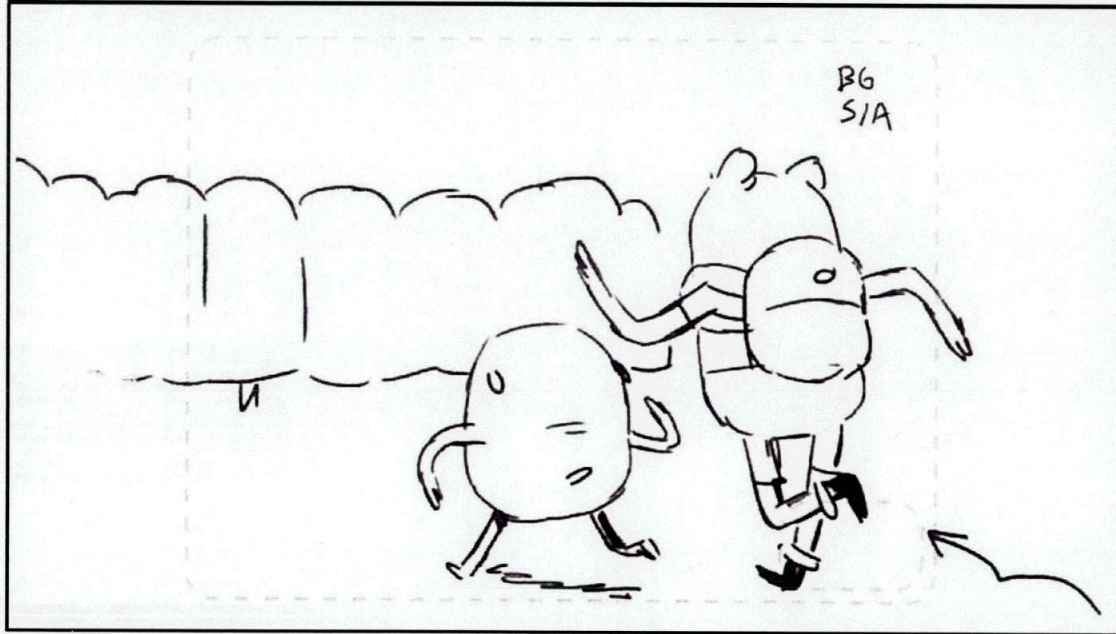
Page 31

Sc. 18 *CONT*

Pnl. C

Bg.

day night

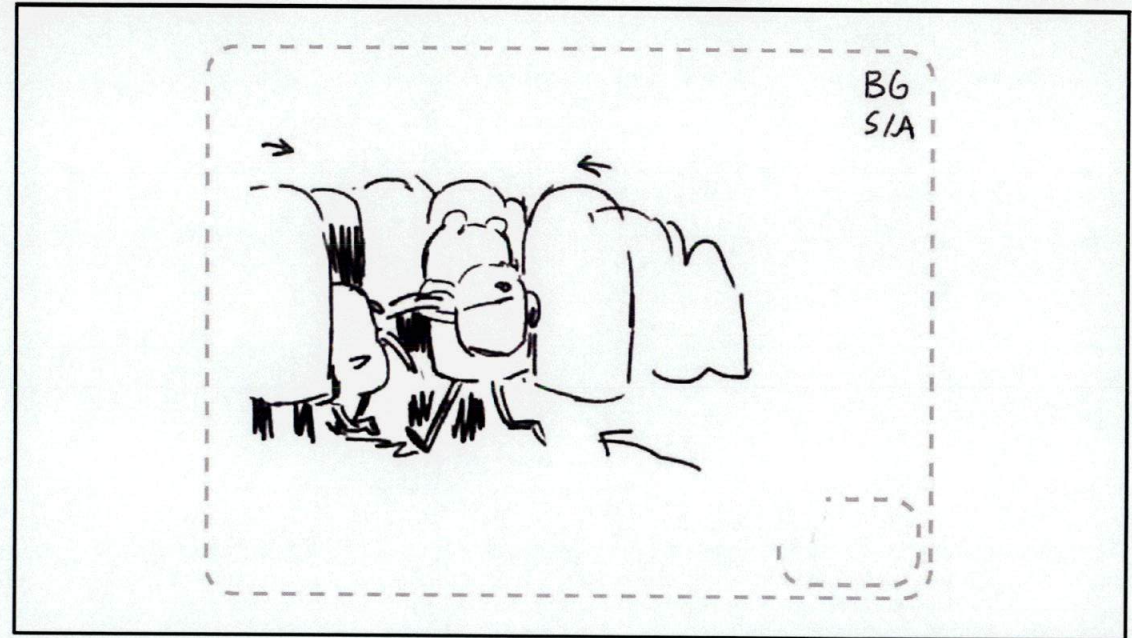


Sc. 18 *CONT*

Pnl. D

Bg.

day night



Dialog:

f/ Hey!!

Action:

F & J RUN AFTER HIM

F & J DISAPPEAR INTO CROWD

SEP 10 2015

Timing:

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



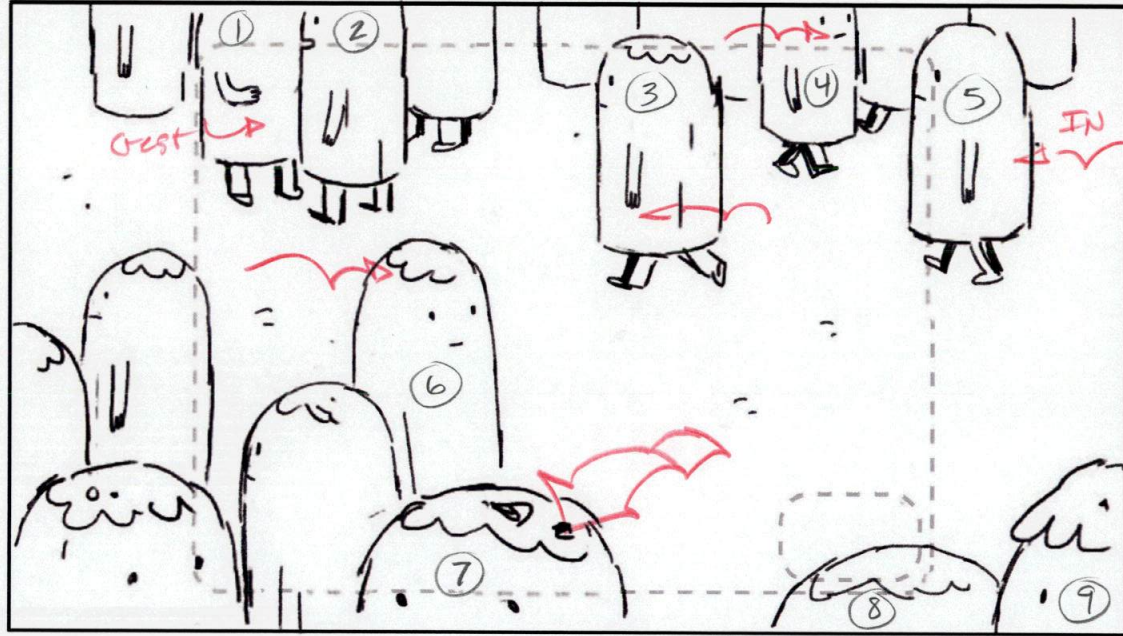
Page **32**
NO PG 33
 day night

Sc. 19

TALK
 Pnl. A

Bg.

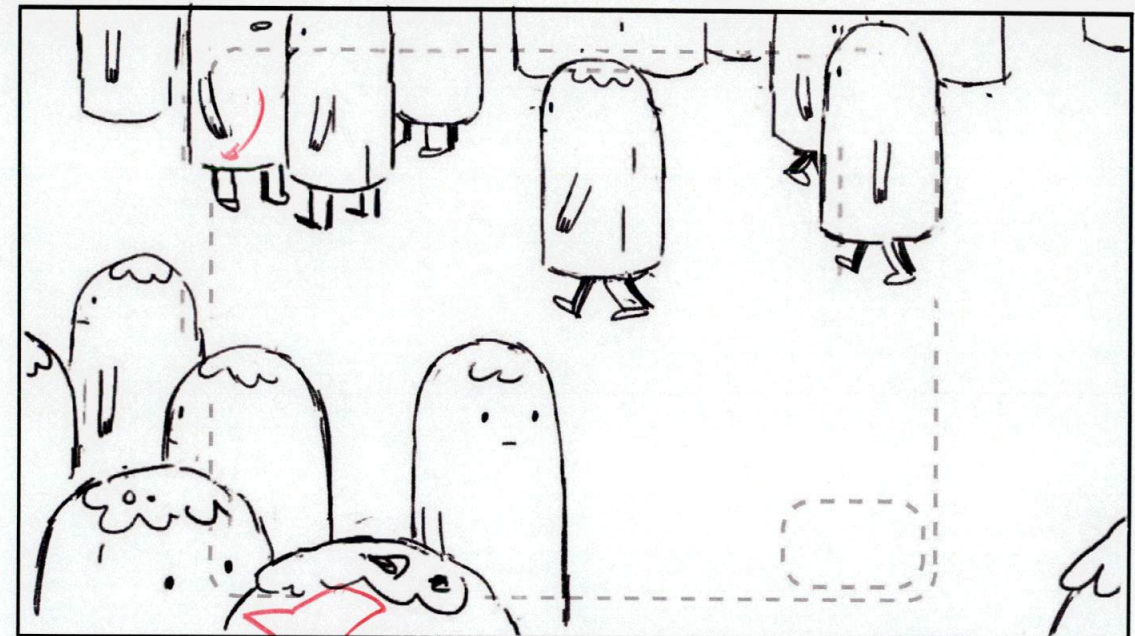
day night



Sc. 19 *cont*

Pnl. B

Bg.



Dialog:

Action:

BG CROWD WALKIN AROUND

SEP 10 2015

Timing:

EPISODE # 1034-233

Production :

1034/233

ADVENTURE TIME



Page 34

Sc.

Pnl.

Bg.

day night

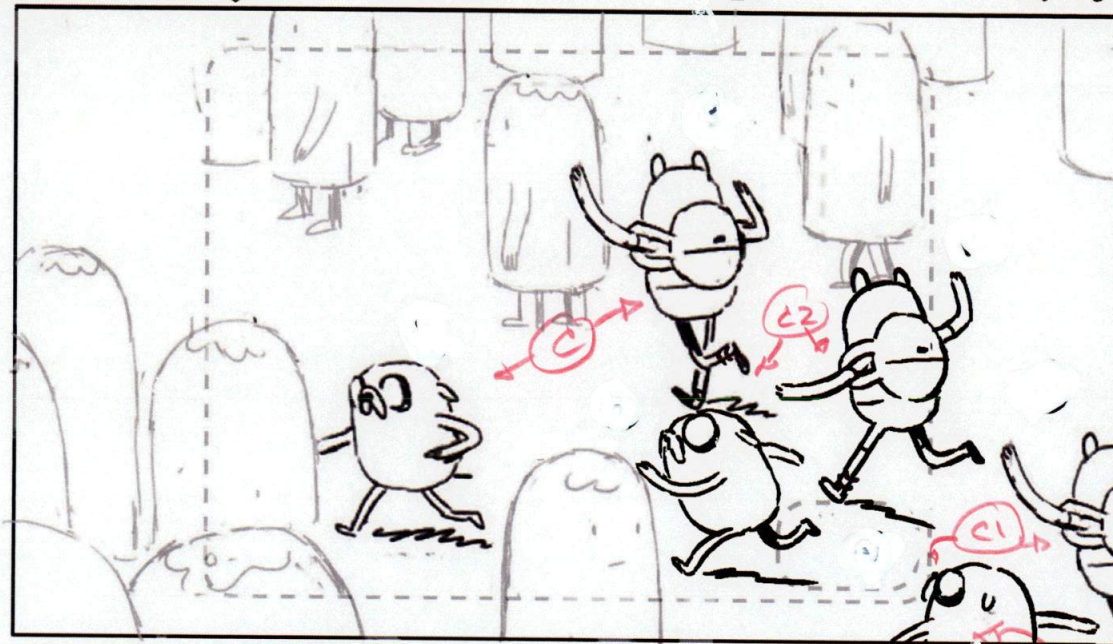
Sc. 19

cont

Pnl. C

Bg.

day night



Dialog:

Action:

RUN 5 0/5

F & J RUN @ BGS

SEP 10 2015

Timing:

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Production :

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ADVENTURE TIME



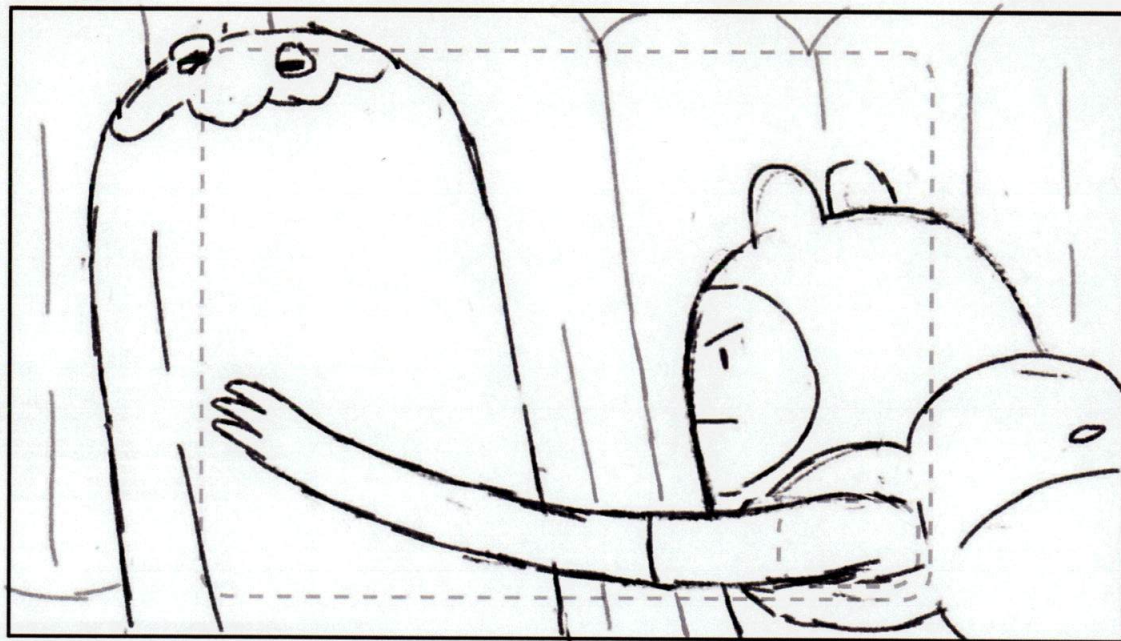
Page 35

Sc. 20

Pnl. A

Bg.

day night

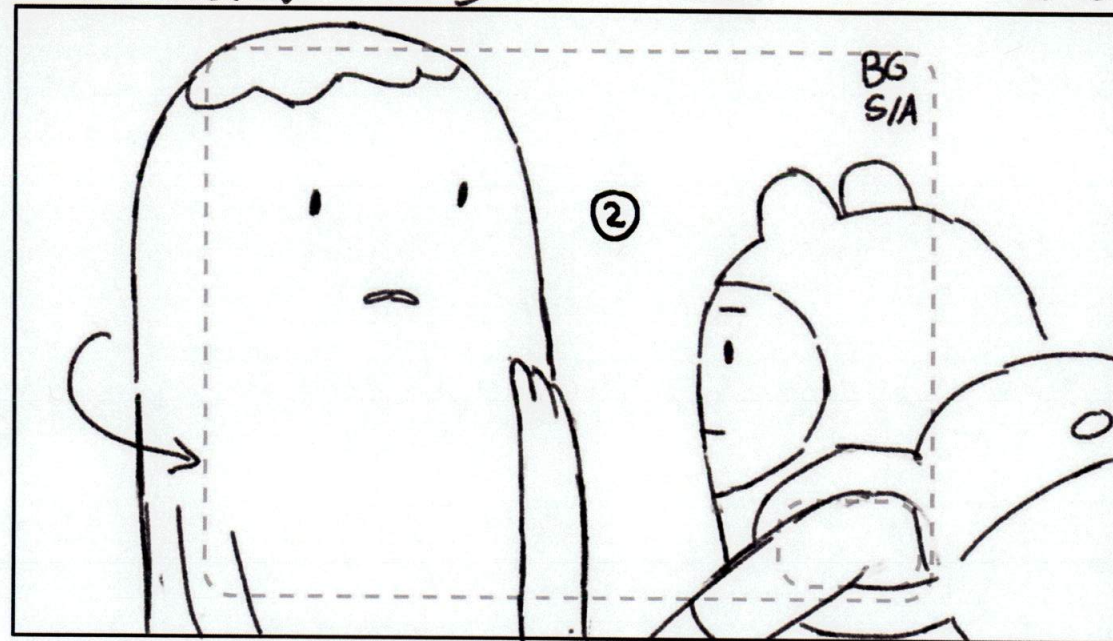


Sc. 20 *cont*

Pnl. B

Bg.

day night

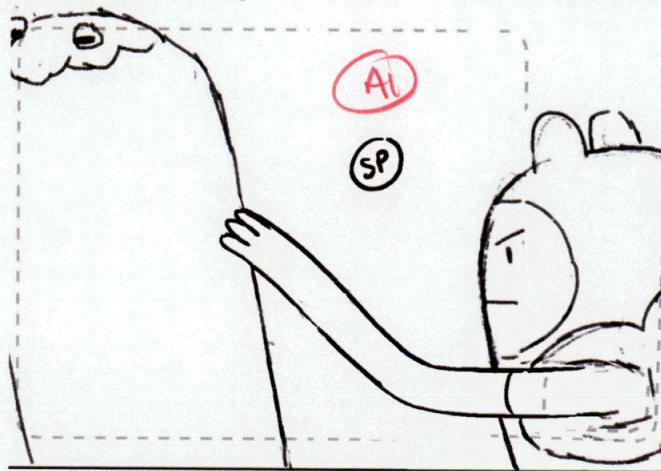


Dialog:

Action:

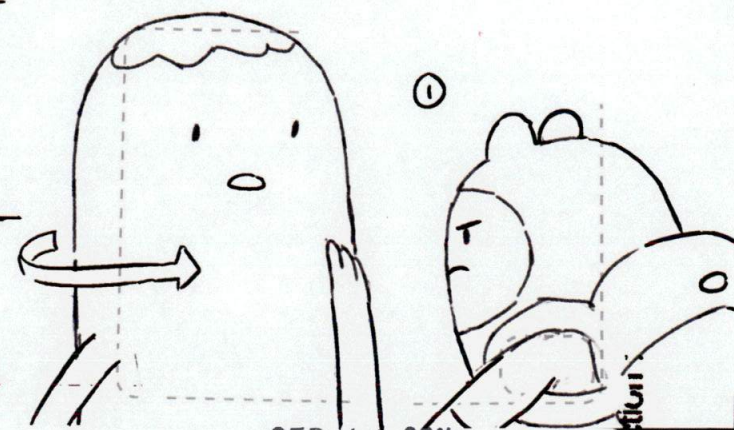
F GRABS BG

Timing:



BG / HUH??

URNS BG
AROUND



* GRAB & TURN SCENES GO SUPER QUICK

SEP 10 2015

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1034/233

Production

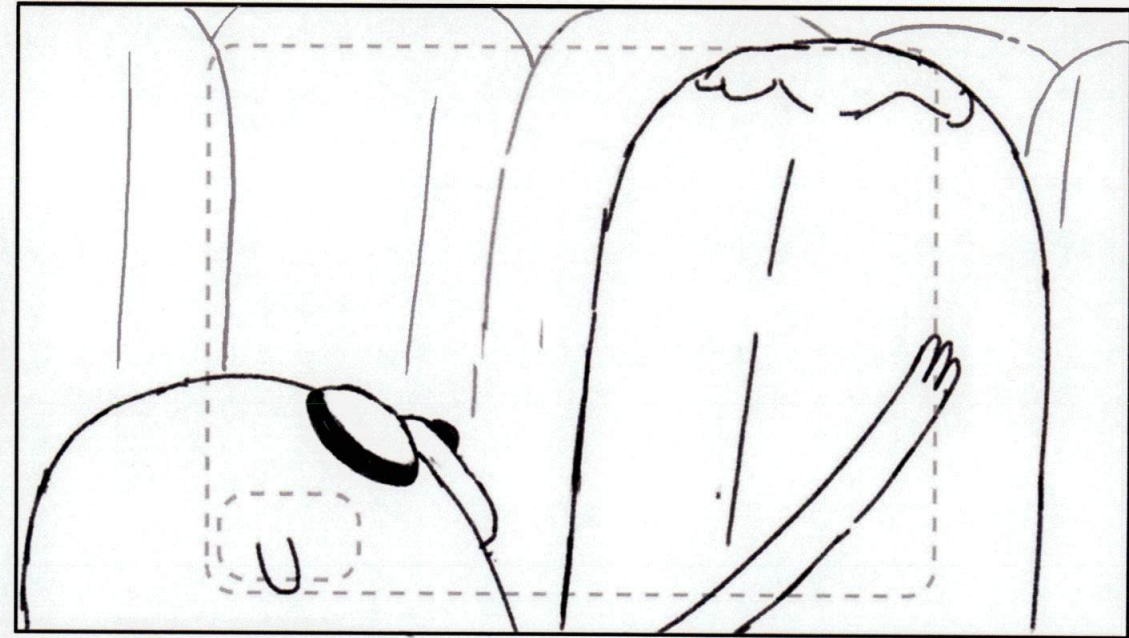
1034/233

ADVENTURE TIME

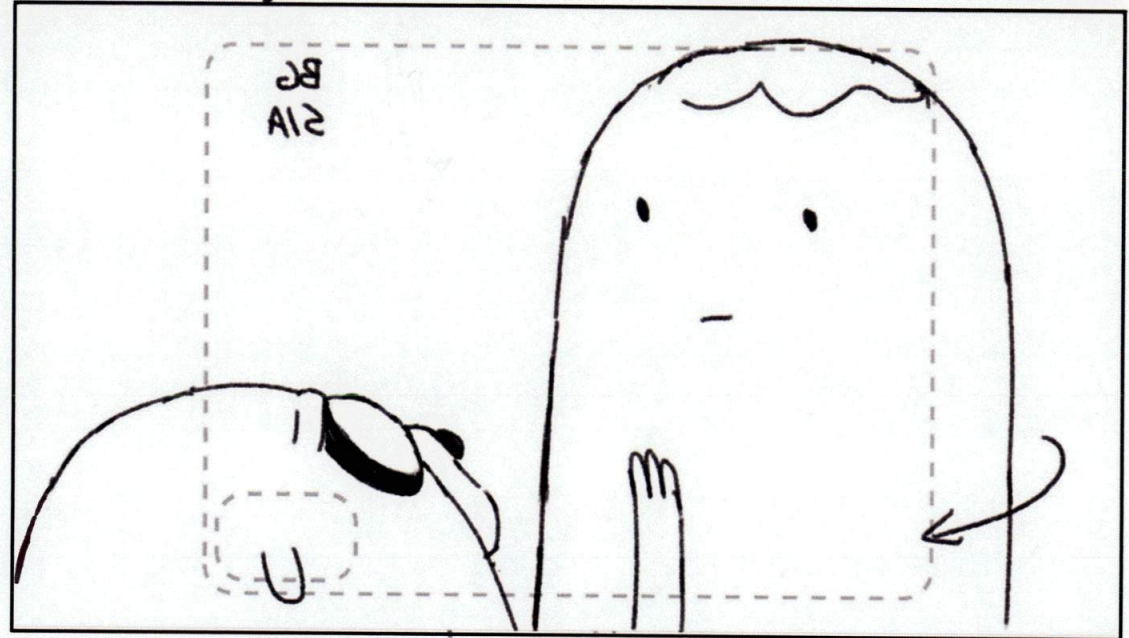


Page 36

Sc. 21 Pnl. A Bg. day night



Sc. 21 *CONT* Pnl. B Bg. day night



Dialog:	
BG / UH ...	
Action:	
J GRABS	TURN3
Timing:	SEP 10 2015

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Production :

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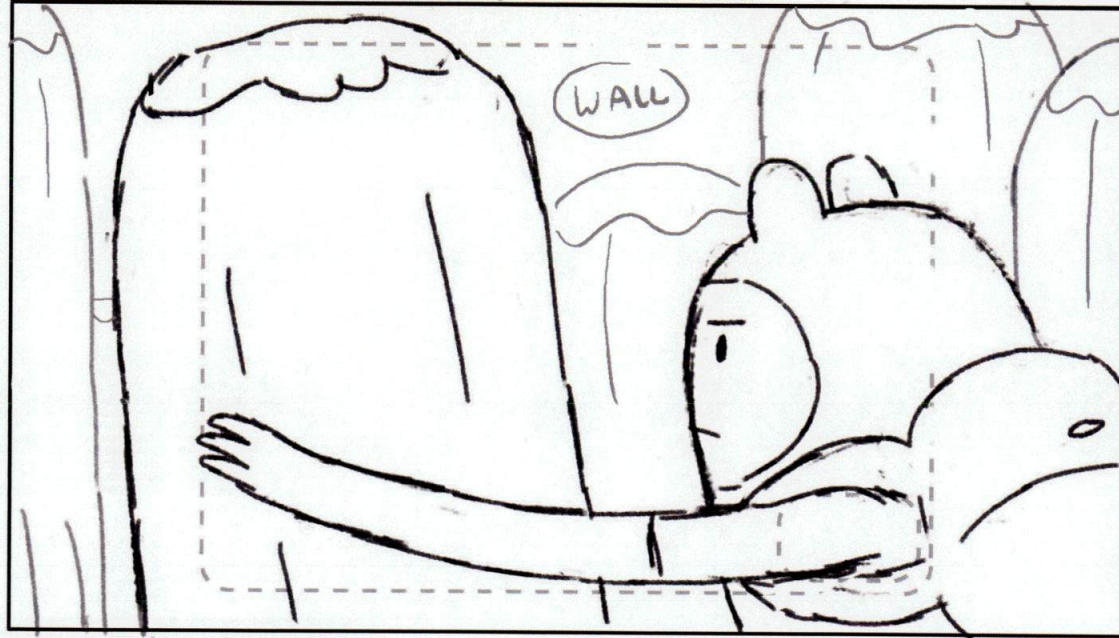
Page 37

Sc. 22

Pnl. A

Bg.

day night

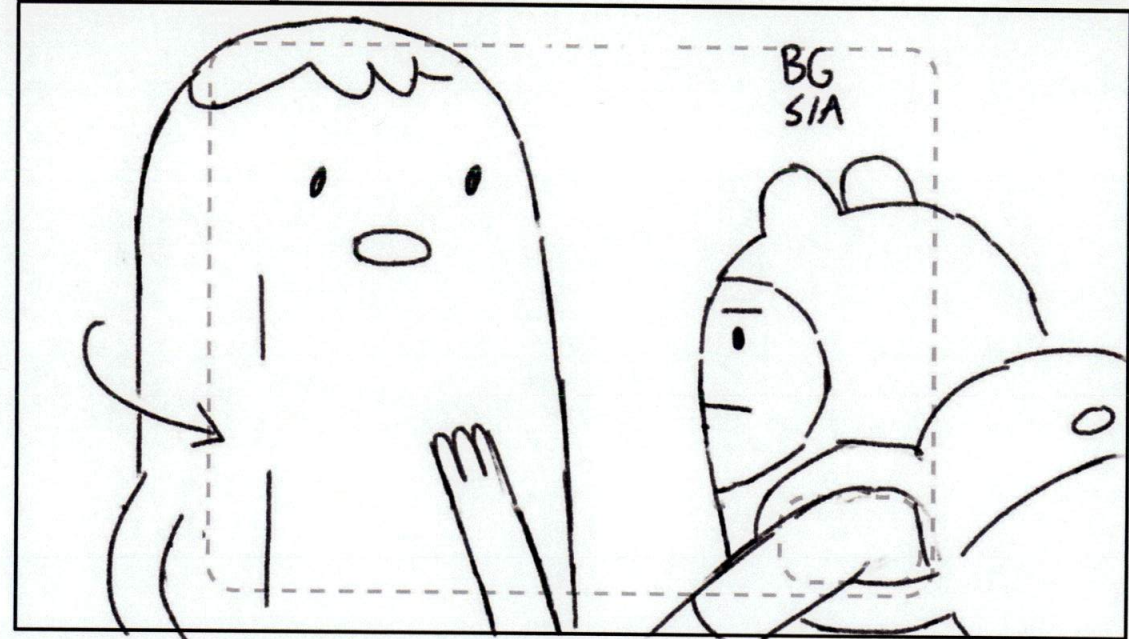


Sc. 22 *CONT*

Pnl. B

Bg.

day night



Dialog:

BG / HI

Action:

SAME

SEP 10 2015

Timing:

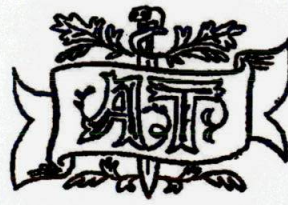
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Production :

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ADVENTURE TIME



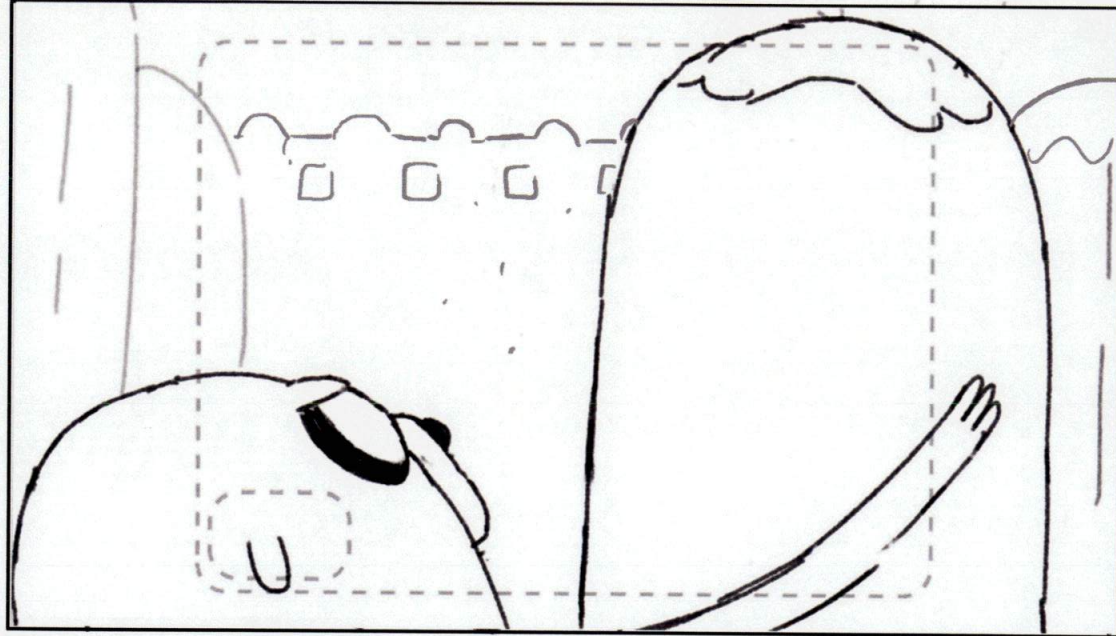
Page 38

Sc. 23

Pnl. A

Bg.

day night

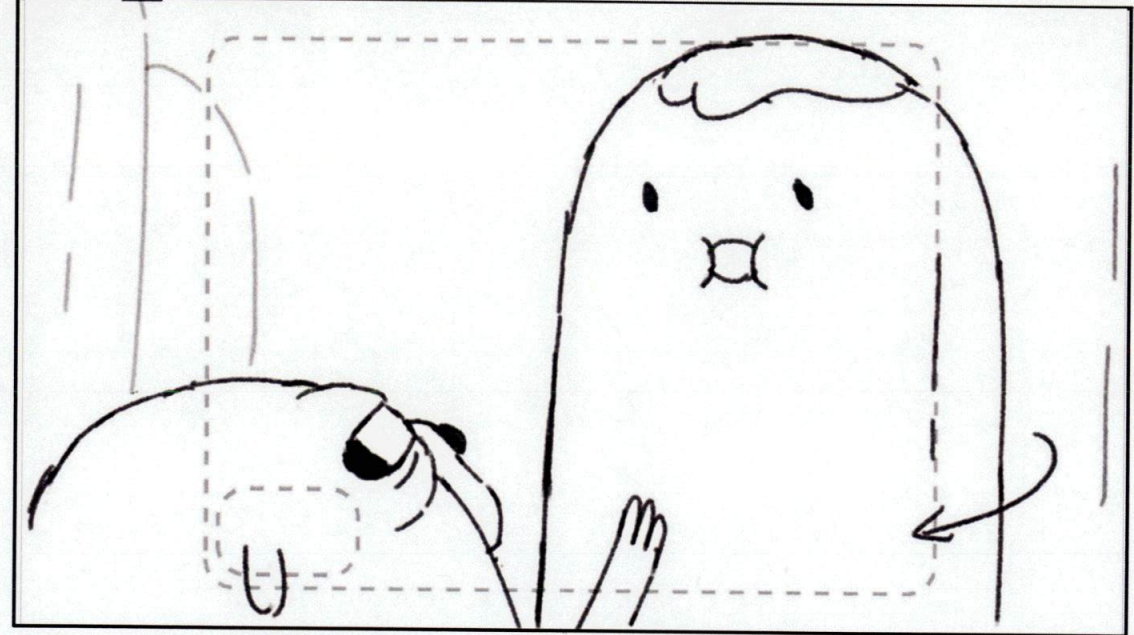


Sc. 23 *cont*

Pnl. B

Bg.

day night



Dialog:

BG / HELLOO

Action:

SAME

SEP 10 2015 2015

Timing:

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Production :

1034/233

ADVENTURE TIME



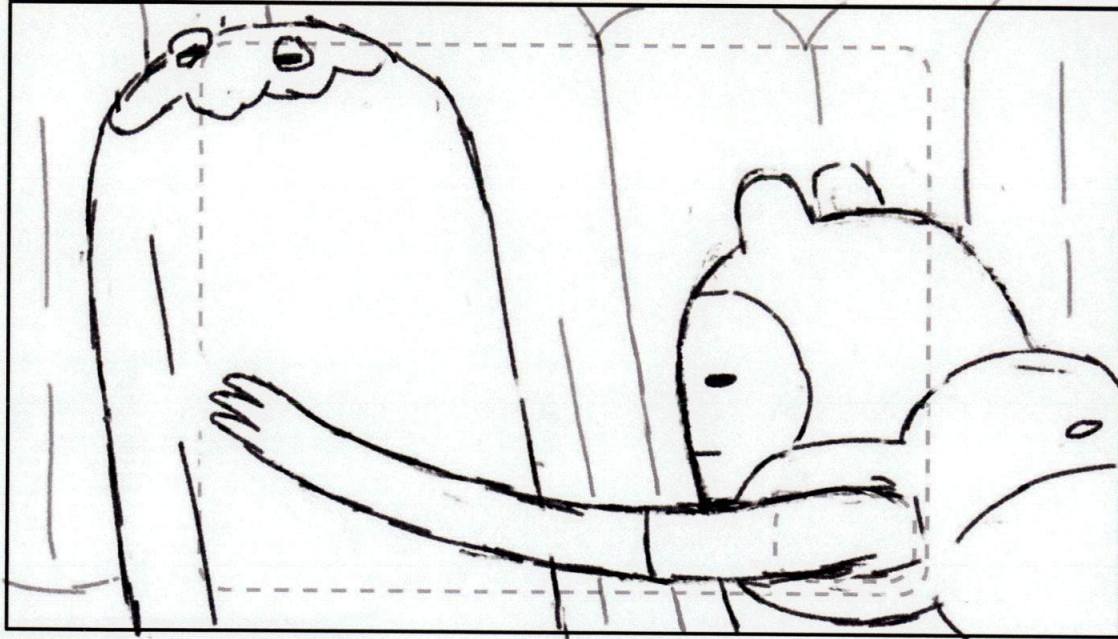
Page 39

Sc. 24

Pnl. A

Bg.

day night

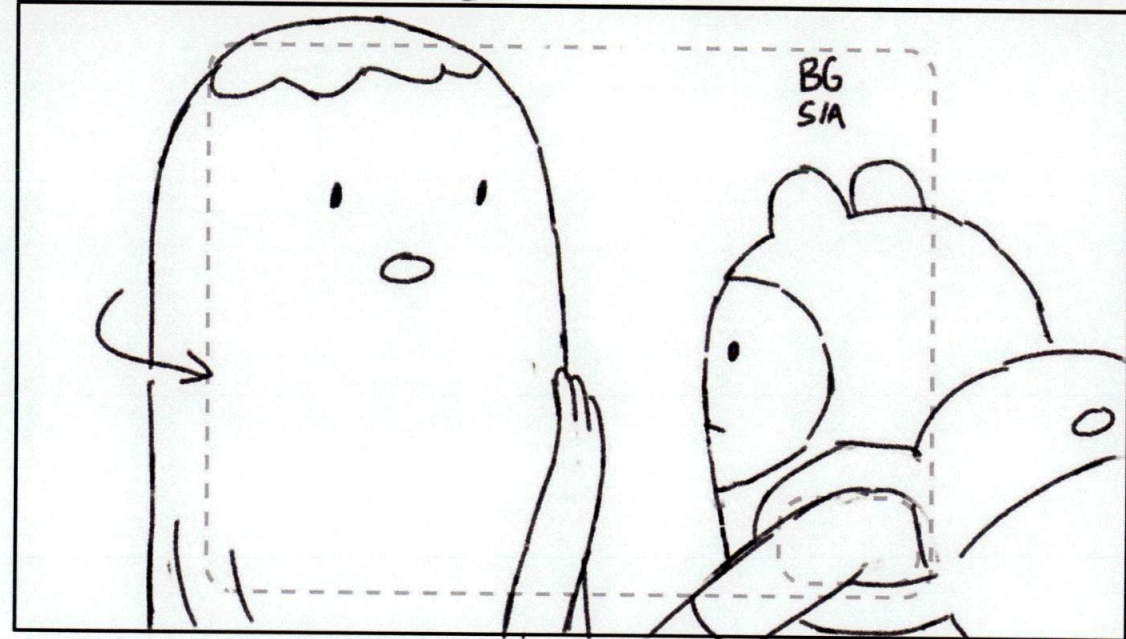


Sc. 24 *CONT*

Pnl. B

Bg.

day night



Dialog:

BG/ YOU ALREADY GRABBED ME!

Action:

SAME

SEP 10 2015

Timing:

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



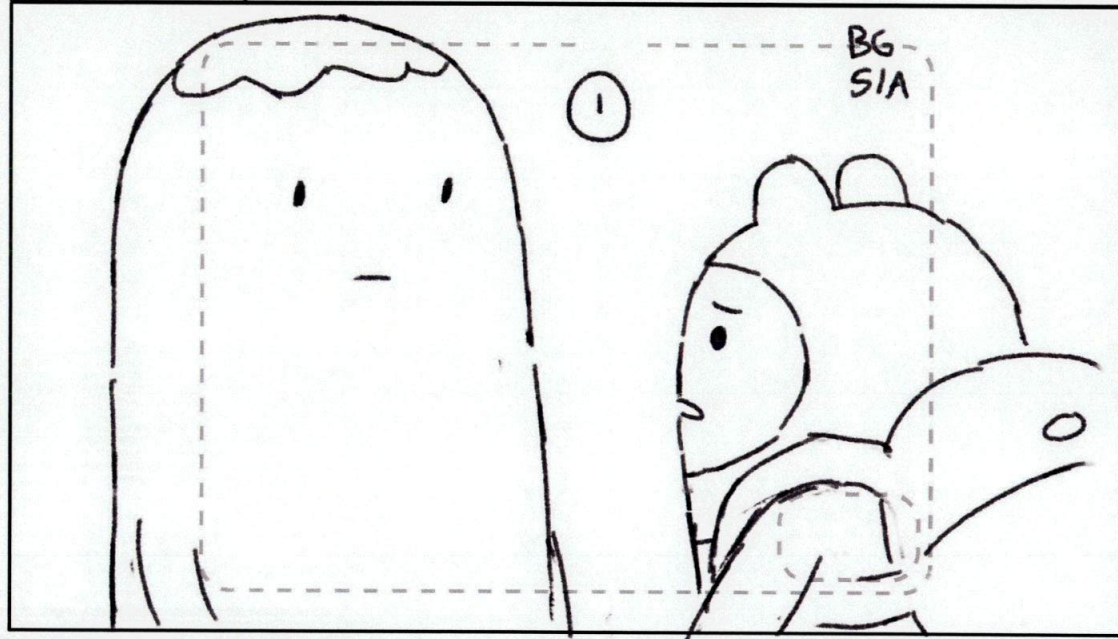
Page 40

Sc. 24 *cont*

Pnl. C

Bg.

day night

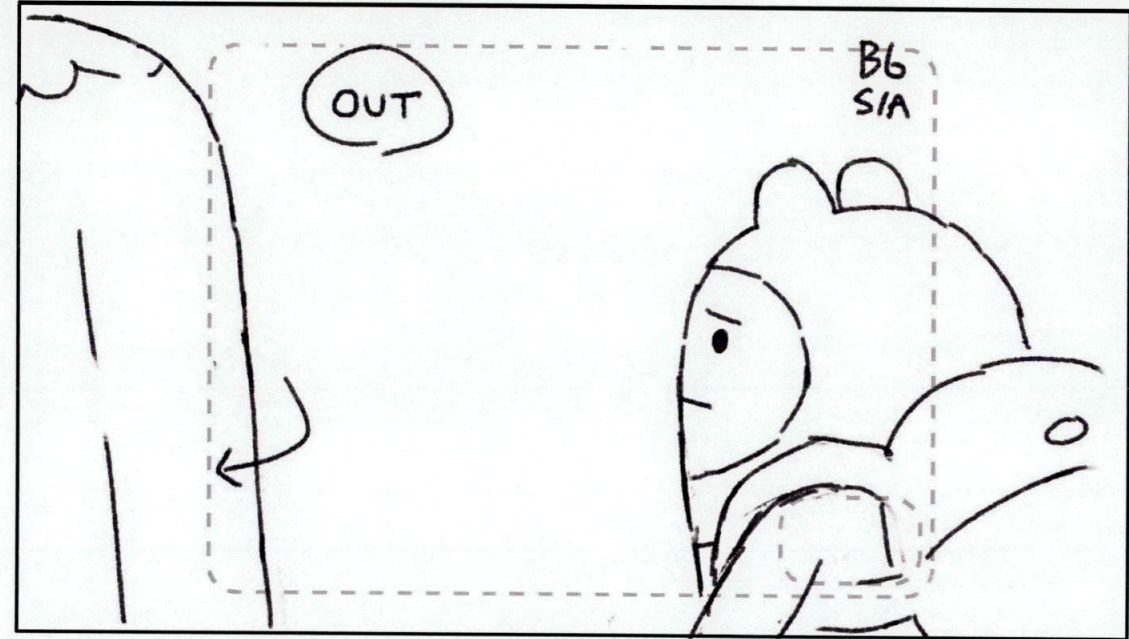


Sc. 24 *cont*

Pnl. D

Bg.

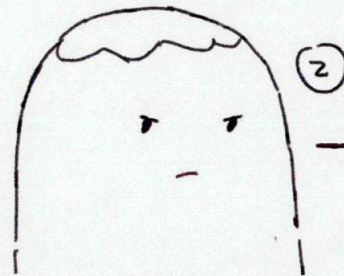
day night



Dialog:

F/ YOU SURE?

Action:



BG WALKS AWAY

Timing:

SEP 10 2015

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EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME

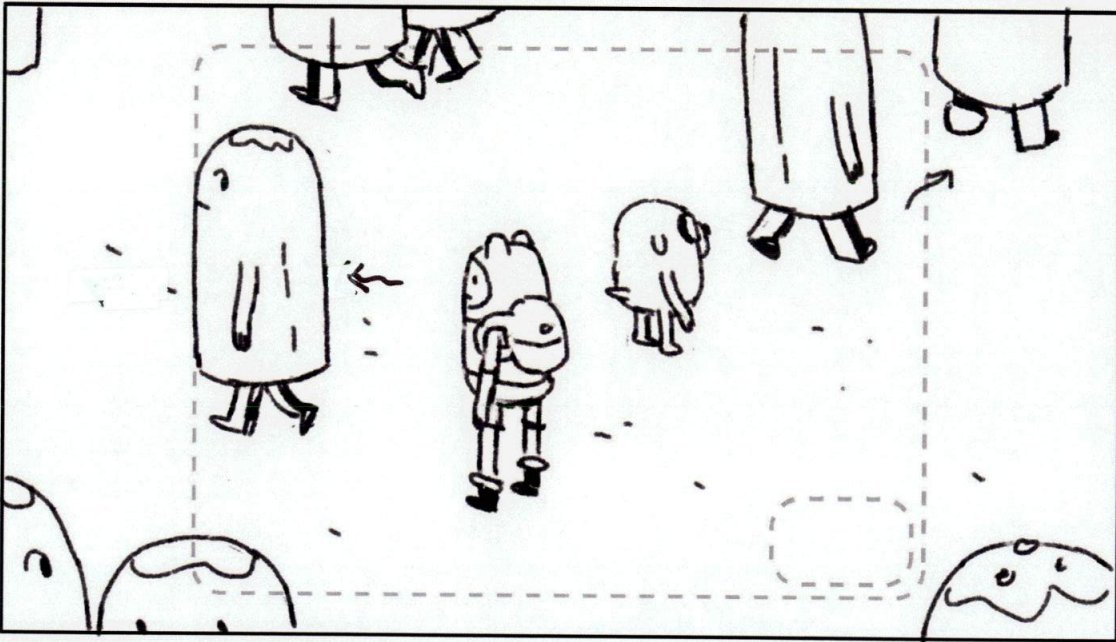


Sc. 25

Pnl. A

Bg.

day night

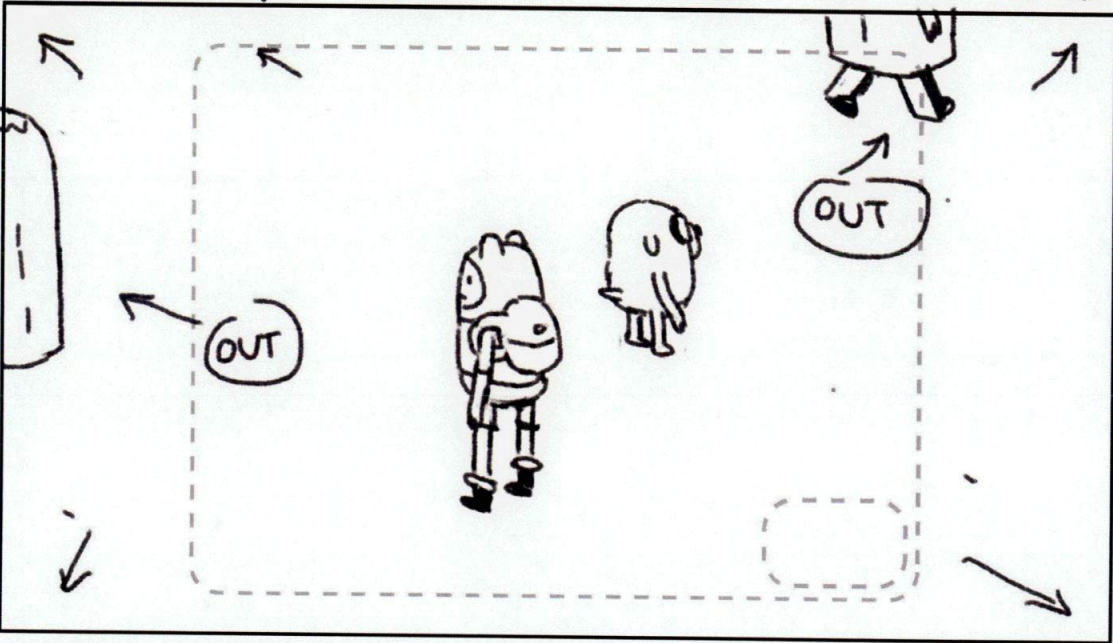


Sc. 25 *cont*

Pnl. B

Bg.

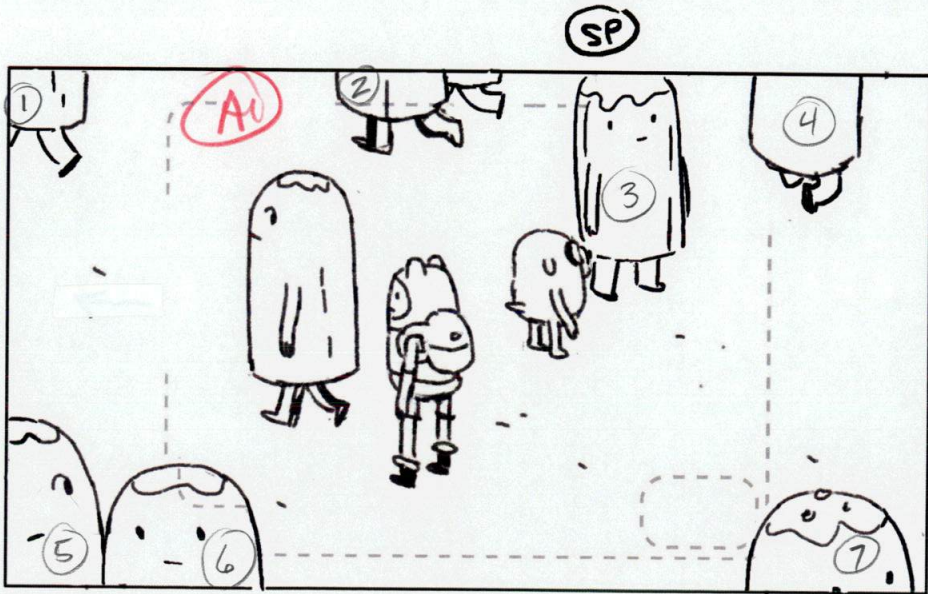
day night



Dialog:

Action:

Timing:



ALL BGS EXIT

SEP 10 2015

Production :

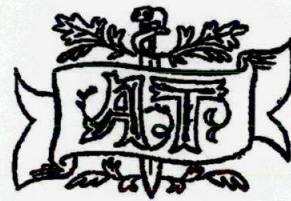
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ADVENTURE TIME



NO SC'S
26-27

Next pg. 44

Page 42
NO PG 43
day night

Sc. 25 *cont*

Pnl. C

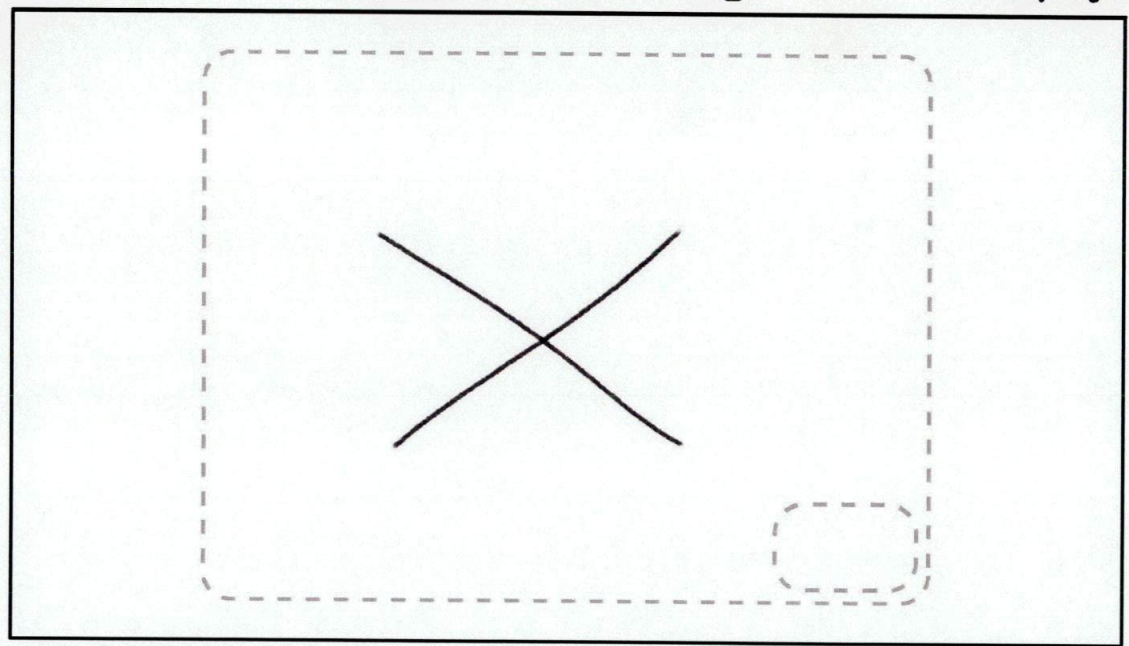
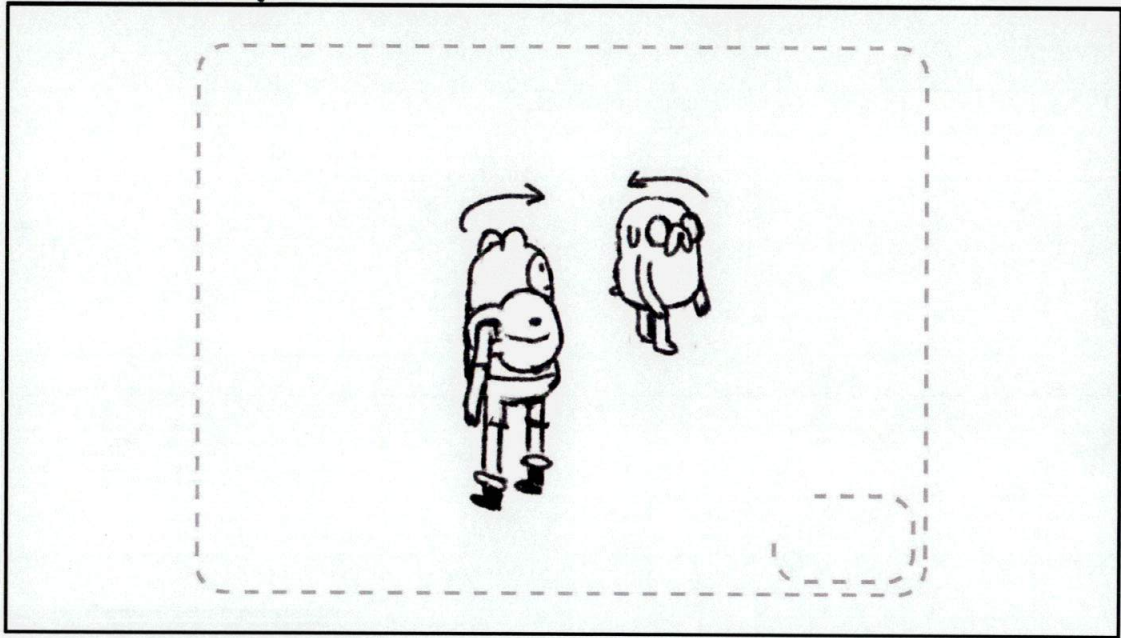
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:	
Action:	F & J LOOK AT EACH OTHER, LOST
Timing:	SEP 10 2015

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EPISODE #

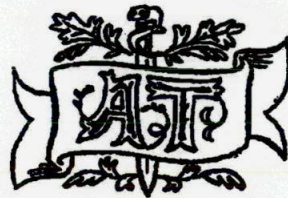
1034/233

Production :

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1034/233

ADVENTURE TIME



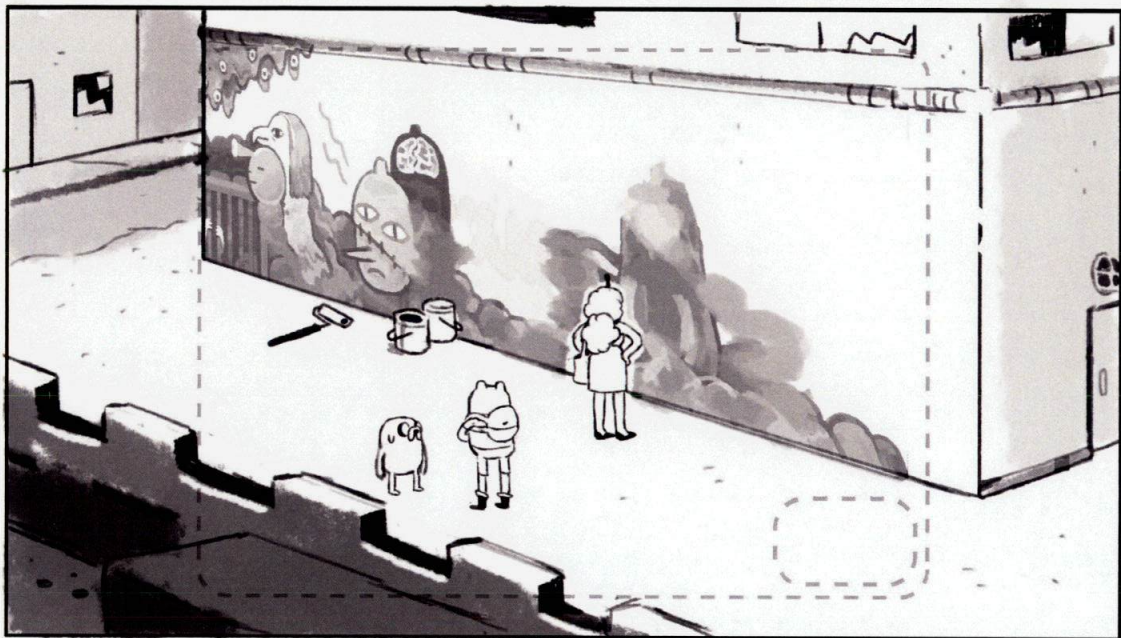
Page 44

Sc. 28

Pnl. A

Bg.

day night



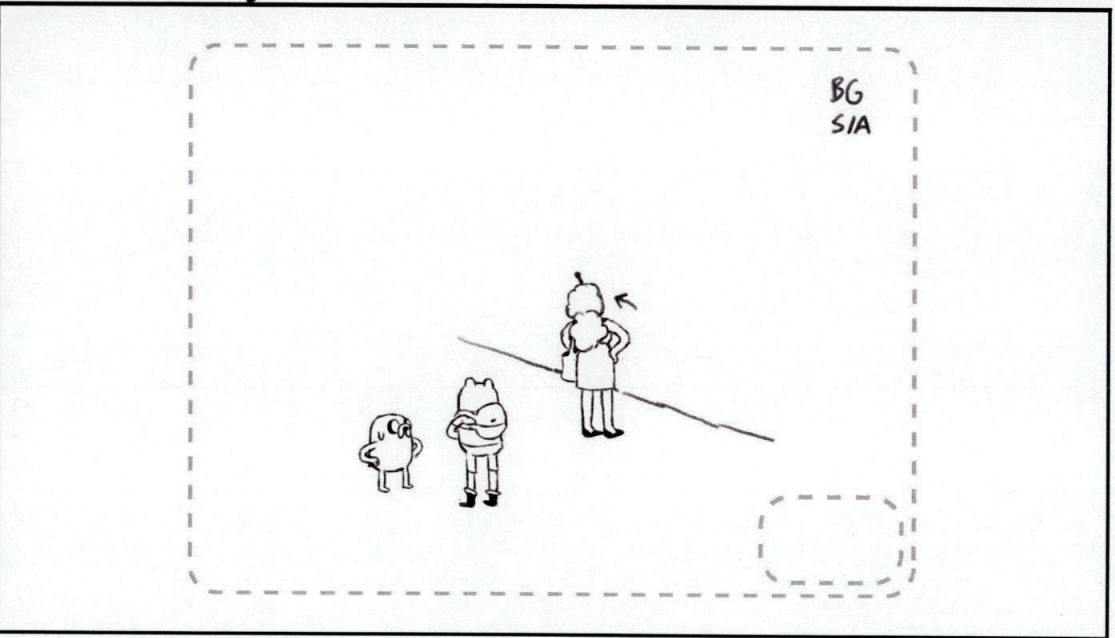
Sc. 28

CONT

Pnl. B

Bg.

day night



Dialog:	PB / hhhm..	
Action:	NEXT DAY, PB INSPECTING WALL IN ALLEY	PB TILTS HEAD
Timing:	SEP 10 2015	

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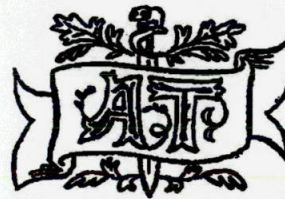
1034/233

Production :

1034/233

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ADVENTURE TIME



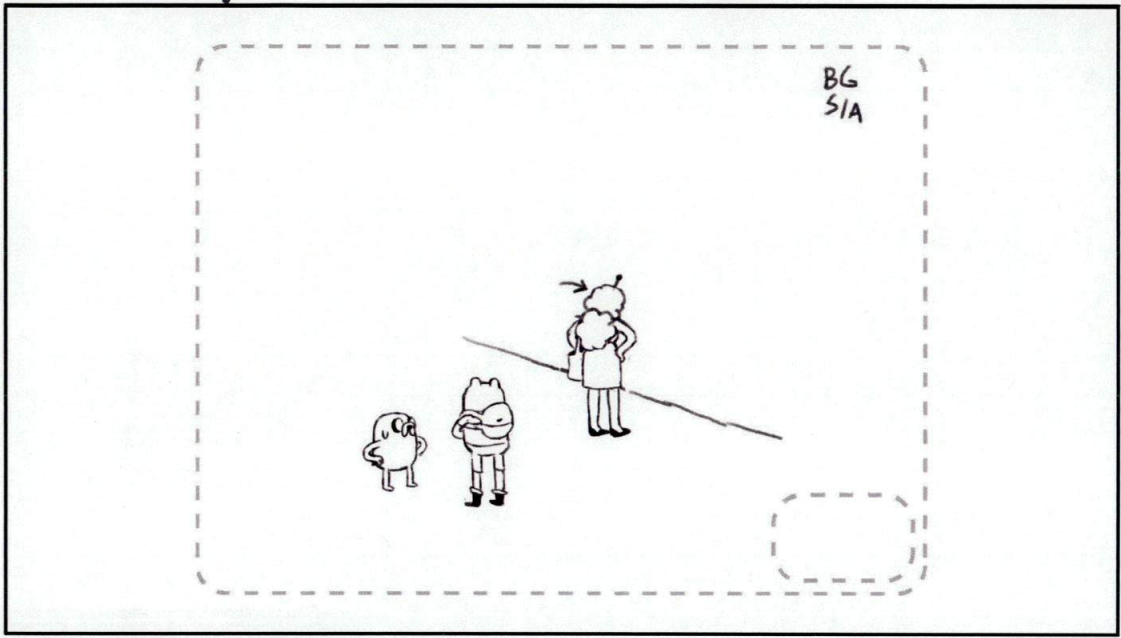
Page 45

Sc. 28 *cont*

Pnl. c

Bg.

day night

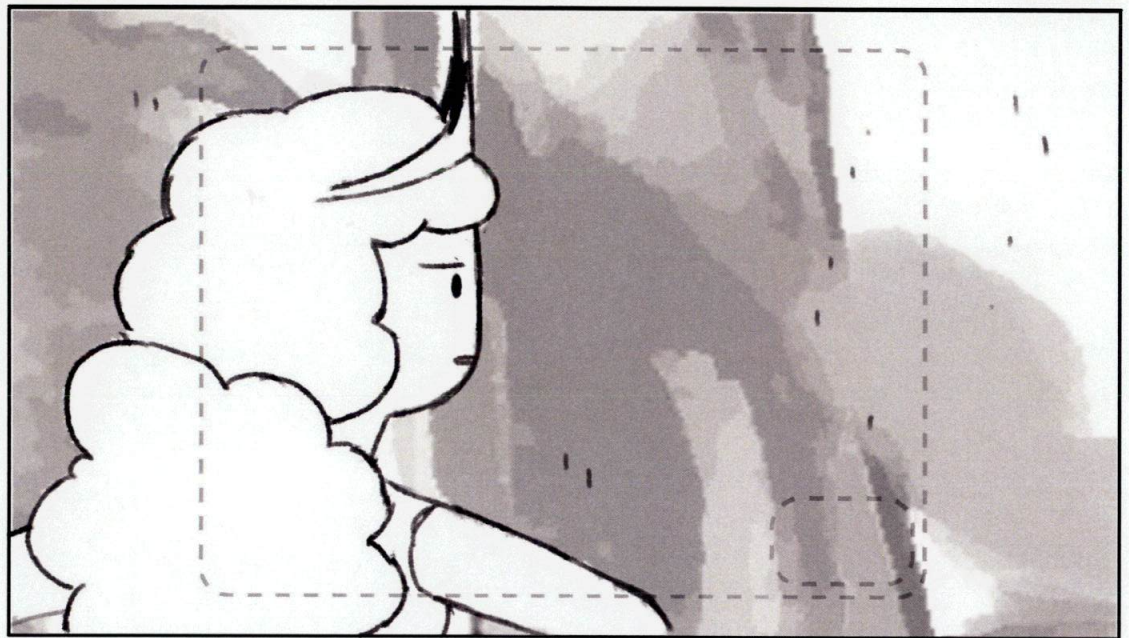


Sc. 29

Pnl. A

Bg.

day night



Dialog:	
PB/...mmm	PB/ THIS...
Action:	
TILTS HEAD OTHER WAY	
Timing:	
SEP 10 2015	

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ADVENTURE TIME



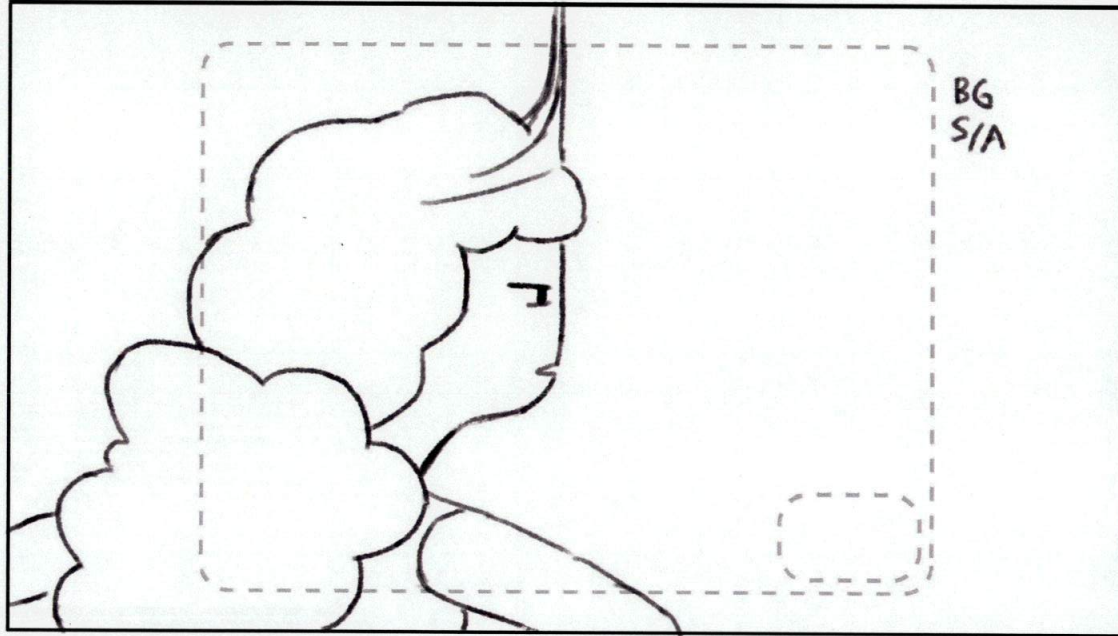
Page 46

Sc. 29 *cont*

Pnl. B

Bg.

day night

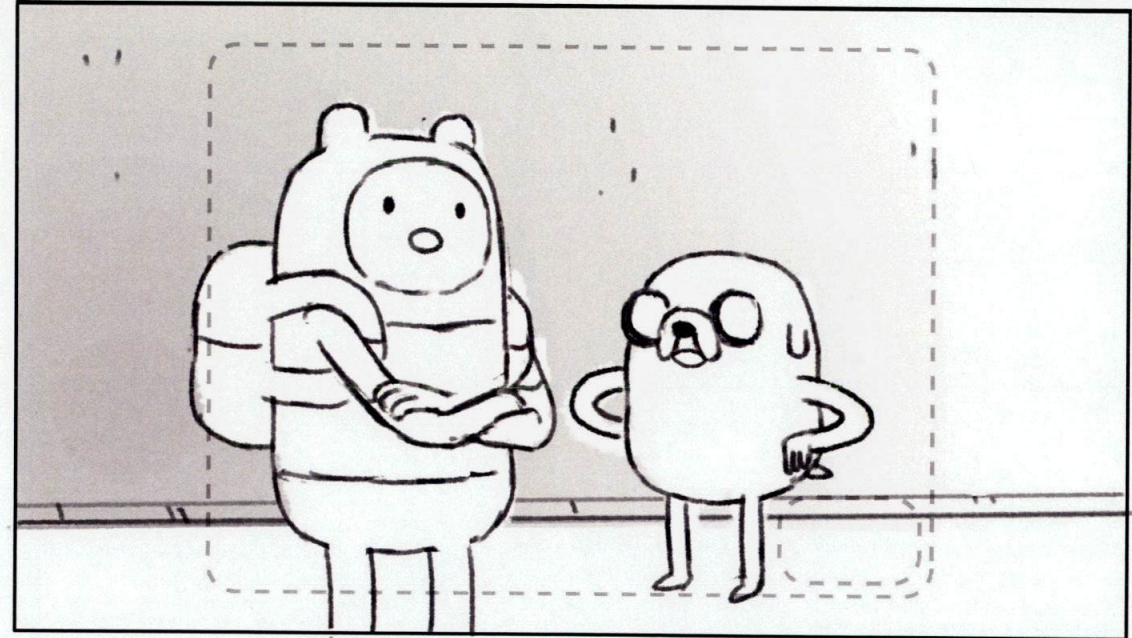


Sc. 30

Pnl. A

Bg.

day night



Dialog:

PB/ THIS IS —

F/ DELINQUENT VANDALISM?

J/ A BEAUTIFUL STATEMENT?

Action:

PB GETS REAL CLOSE TO WALL

TALKING OVER EACH OTHER

Timing:

SEP 10 2015

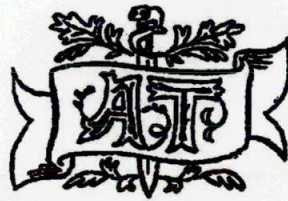
EPISODE # 1034-233

1034/233

Production :

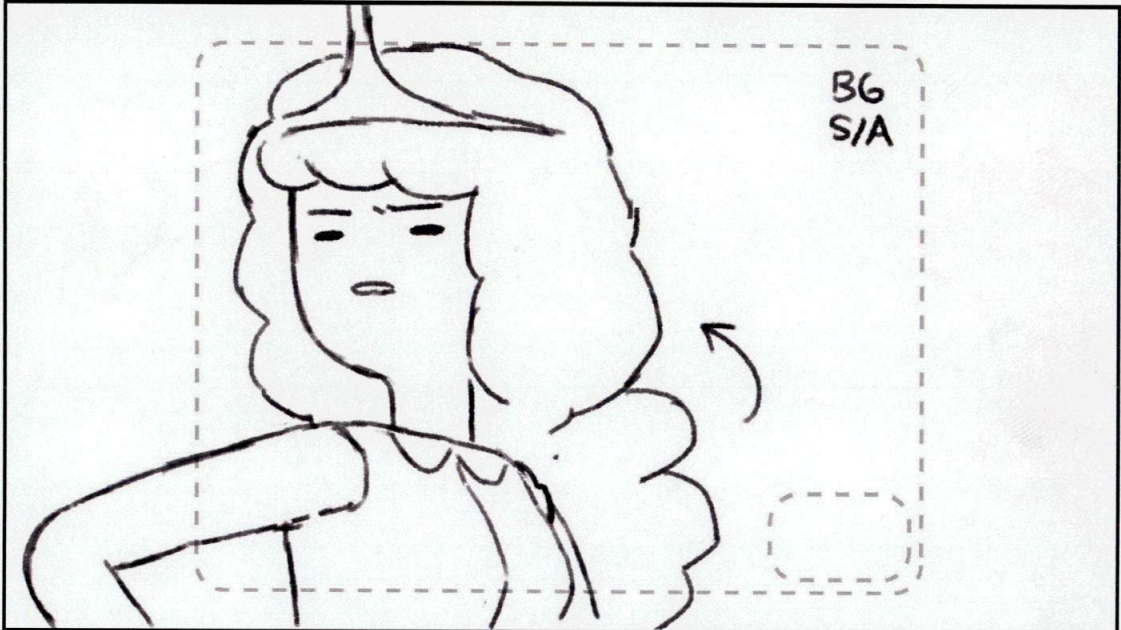
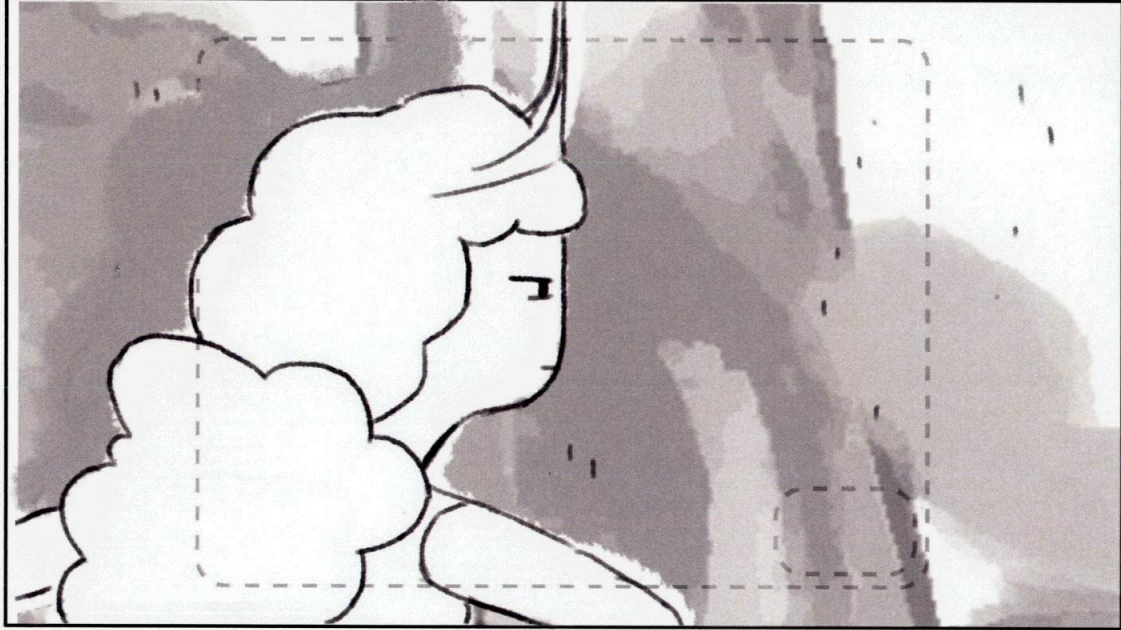
1034/233

ADVENTURE TIME



Page 47

Sc. 31 Pnl. A Bg. day night Sc. 31 *cont* Pnl. B Bg. day night



Dialog:	PB/ VERY INTERESTING.
Action:	PB TURNS TO THEM
Timing:	SEP 10 2015

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ADVENTURE TIME



NO SC 33

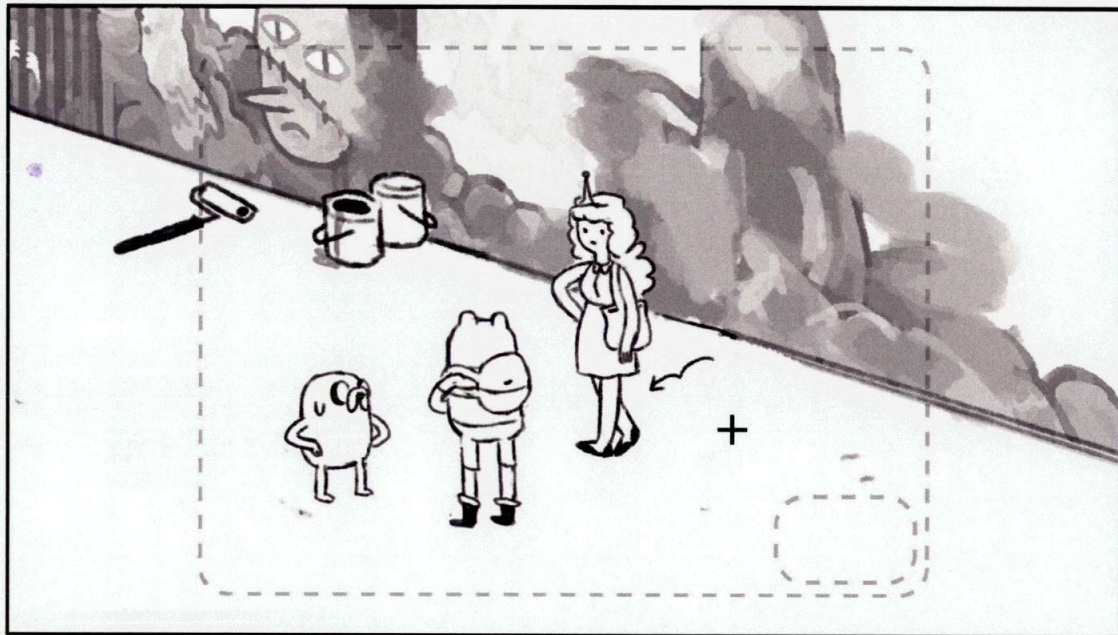
Page 48
NO PG 49
day night

Sc. 32

Pnl. A

Bg.

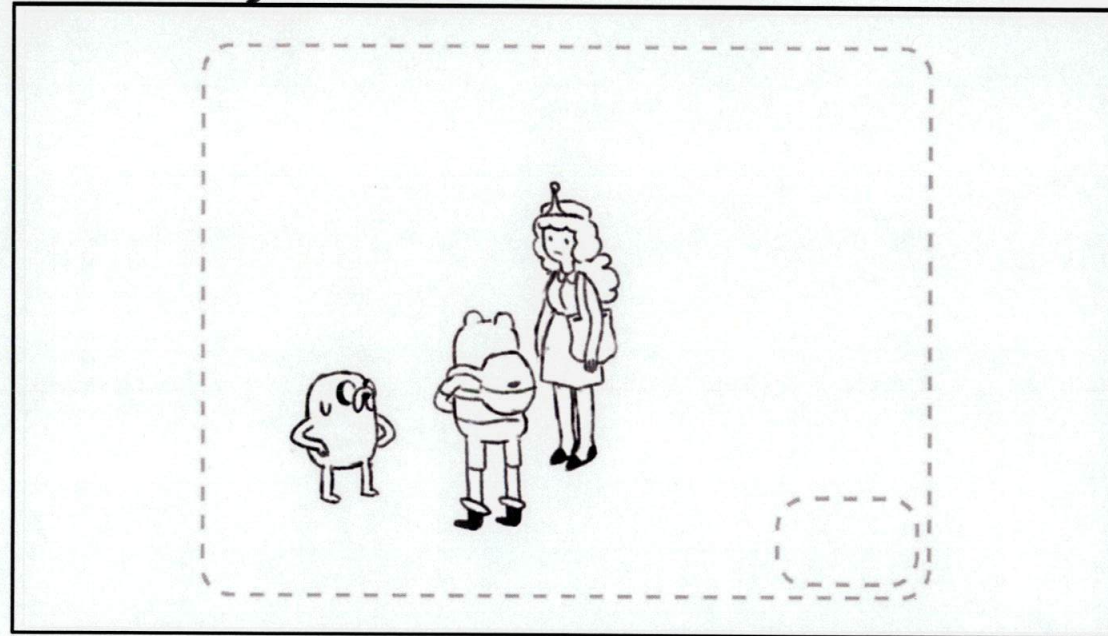
day night



Sc. 32 *CONT*

Pnl. B

Bg.



Dialog:

PB/ GO BACK TO THE BARRACKS and FIND OUT WHICH
BANANA GUARD IS

PB/ RESPONSIBLE FOR THIS.

Action:



Timing:

+

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

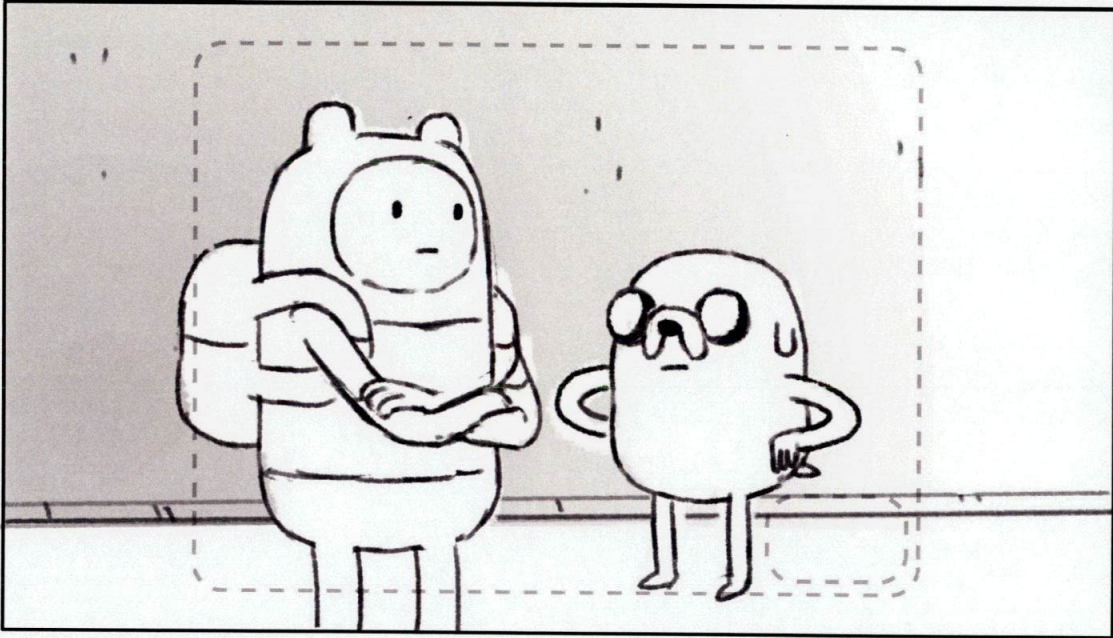
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ADVENTURE TIME



Page 50

Sc. _____ Pnl. _____ Bg. _____ day night Sc. 34 Pnl. A Bg. _____ day night



Dialog:

Action:

Timing:

F & J LOOK @ EACH OTHER

SEP 10 2015

SP

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EPISODE #

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Production :

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ADVENTURE TIME



Page 51

Sc. 34 *cont*

Pnl. B

Bg.

day night

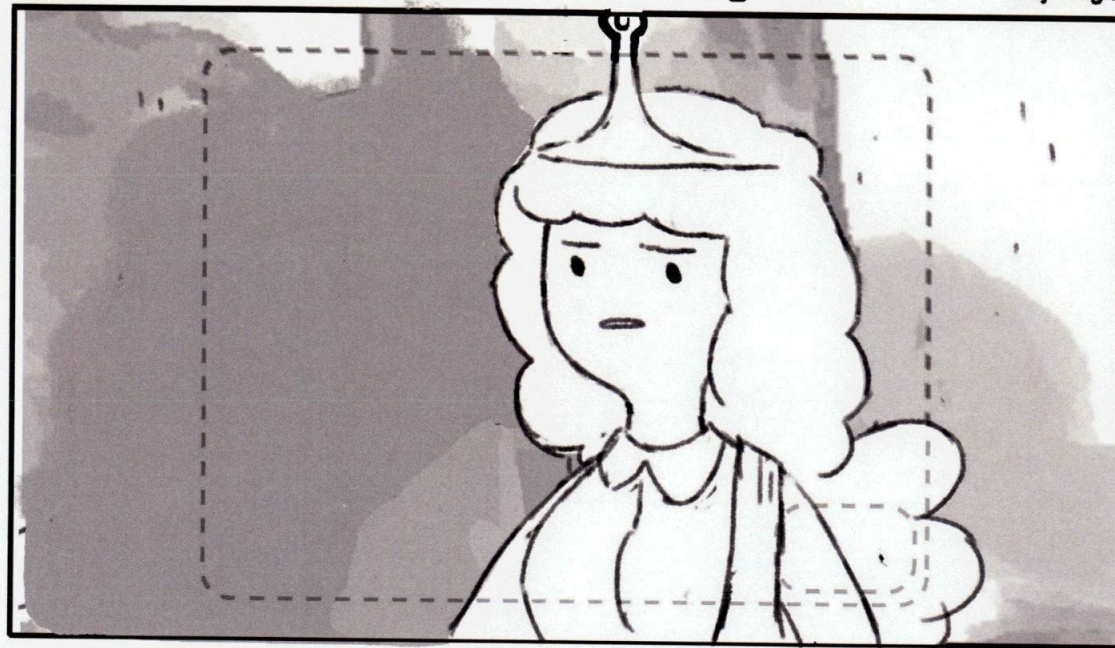


Sc. 35

Pnl. A

Bg.

day night



Dialog:

F/ WHY DON'T YOU JUST GO AND ASK THEM YOURSELF?

PB/ IT'S BETTER THIS WAY.

Action:

Timing:

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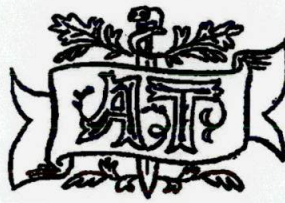
Production :

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ADVENTURE TIME



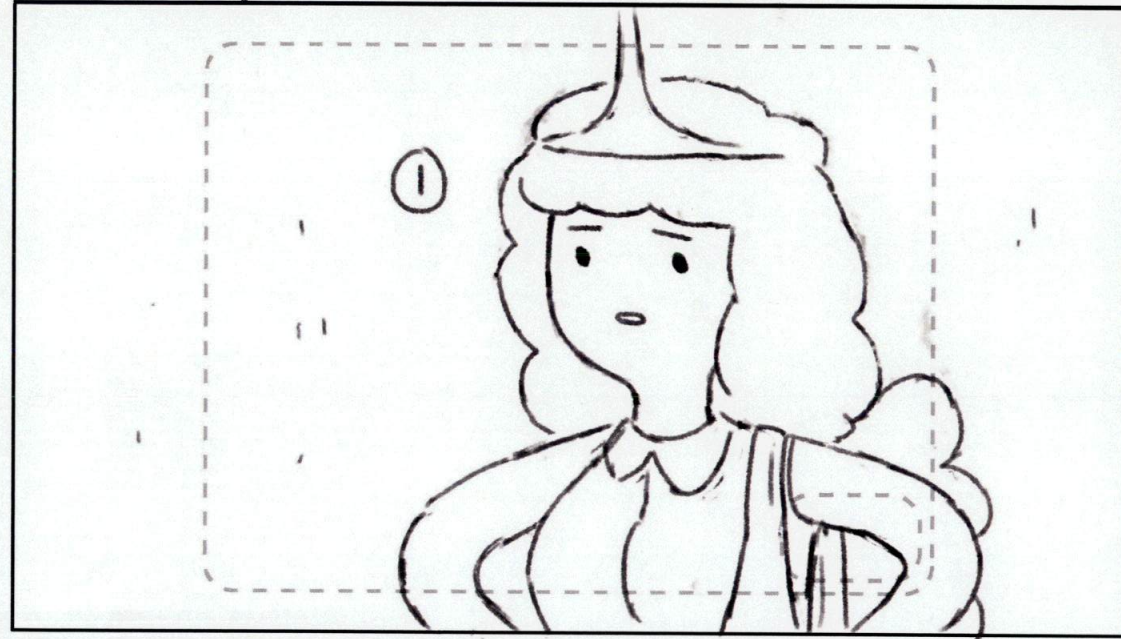
Page 52

Sc. 35 *cont*

Pnl. B

Bg.

day night



Sc. 35 *cont*

Pnl. C

Bg.

day night



D.
PB/THE BANANA GUARDS ARE REALLY AFRAID OF GETTING IN TO TROUBLE. THEY LOVE ME BUT I THINK THEY'RE SECRETLY SCARED OF ME.

PB/Here

Action:

Timing:



PB KUMMAGES IN BAG

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ADVENTURE TIME



Sc. 35 *cont*

Pnl. D

Bg.

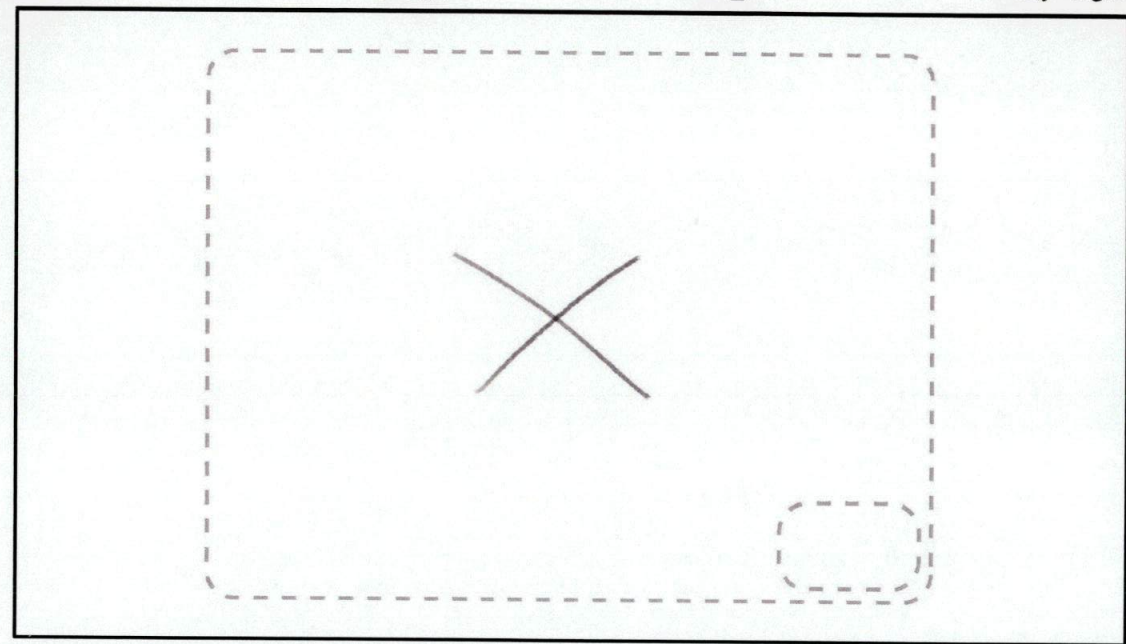
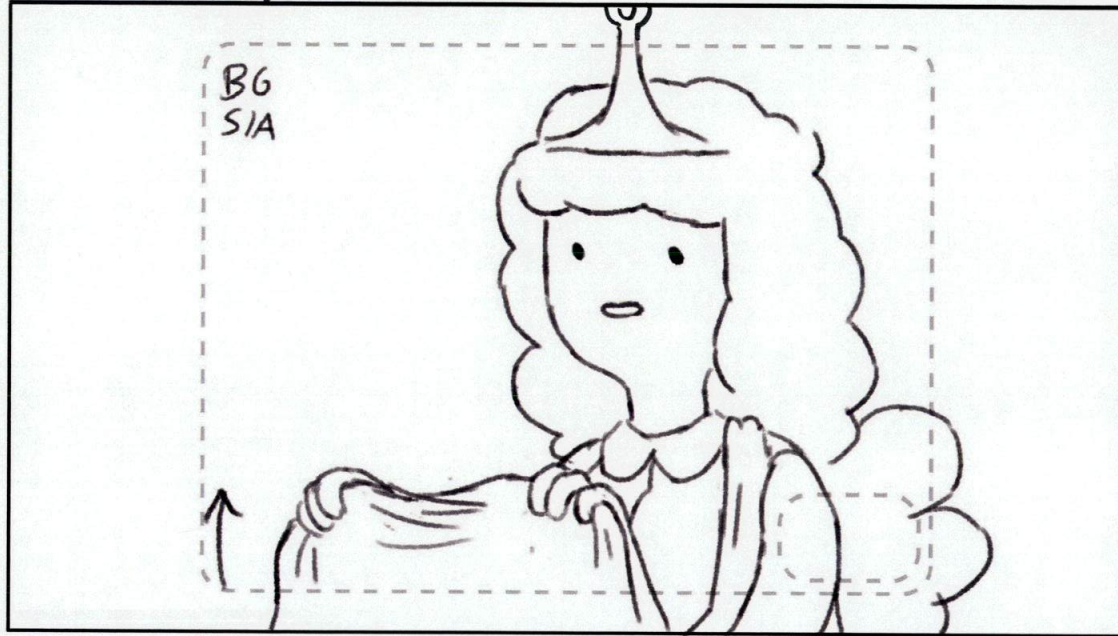
day night

Sc.

Pnl.

Bg.

Page *53*
53A NEXT
day night



Dialog:

PB / YOU CAN SLIP IN DURING THE
CHANGING OF THE GUARDS.

Action:

PB HOLDS UP YELLOW SUIT

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Timing:

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ADVENTURE TIME



Page 53A

Sc 35A

Pnl A

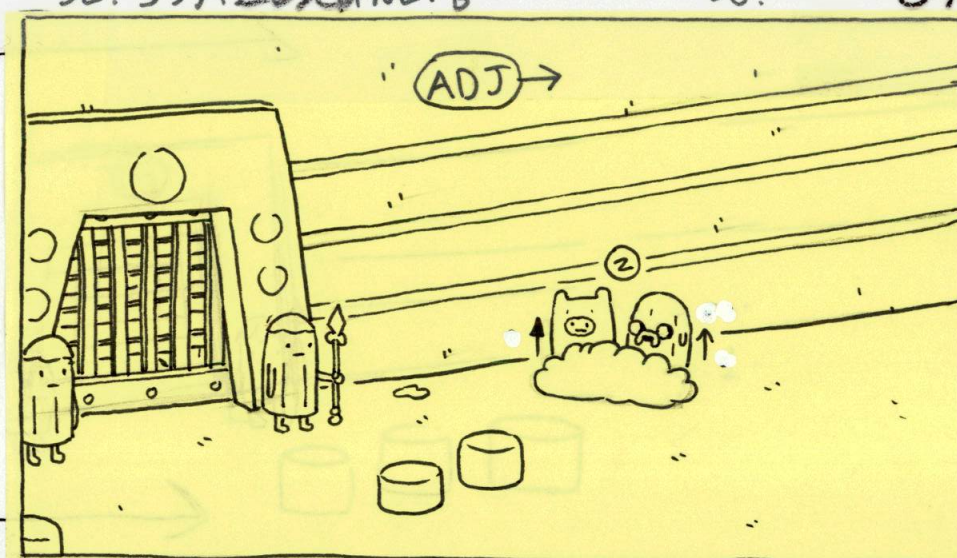
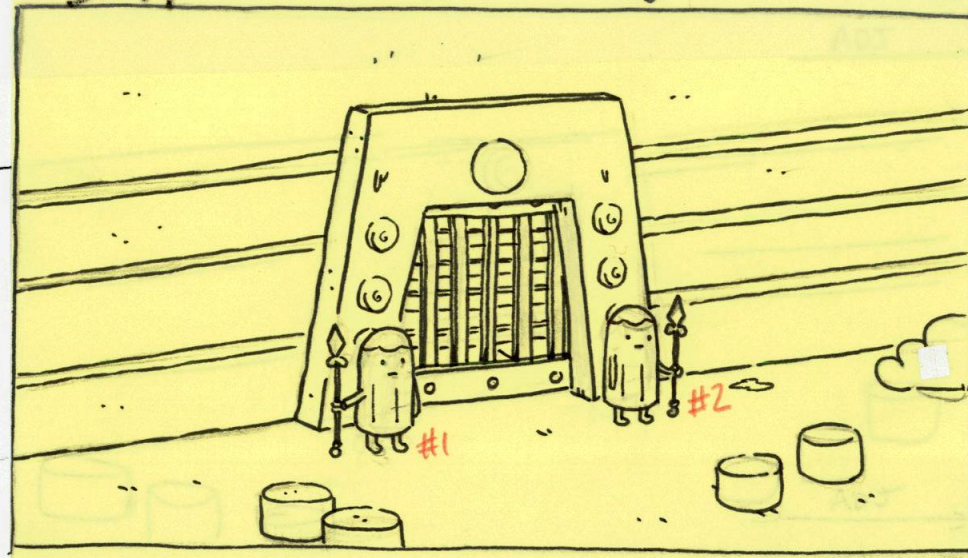
Bg.

day night

Sc. 35A cont PNL. B

BG.

54-NEXT



Dialog:

Action:

Timing:

- OUTSIDE BGUARD
COMPOUND

- SCREEN ADJ RIGHT,
F+J POP OUT BEHIND
LONE BUSH

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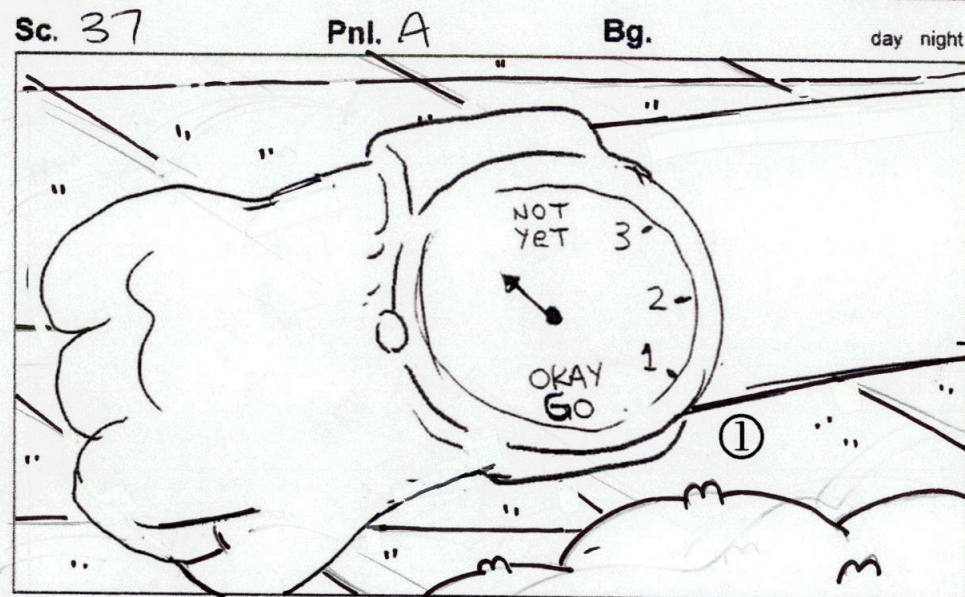
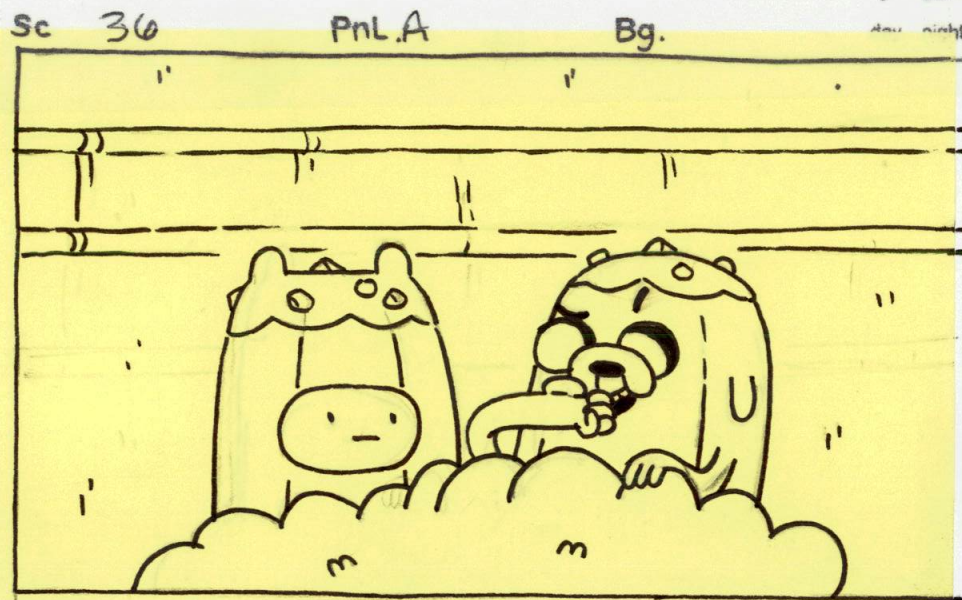
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ADVENTURE TIME



Page 34



Dialog:

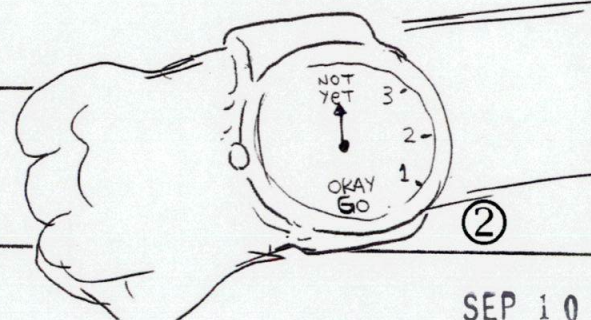
① "NOT YET...."

Action:

- Jake checks
"watch"

(MADE OF JAKE SKIN)

Timing:



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ADVENTURE TIME



SC. 39

PNL. A

BG.

Page 55

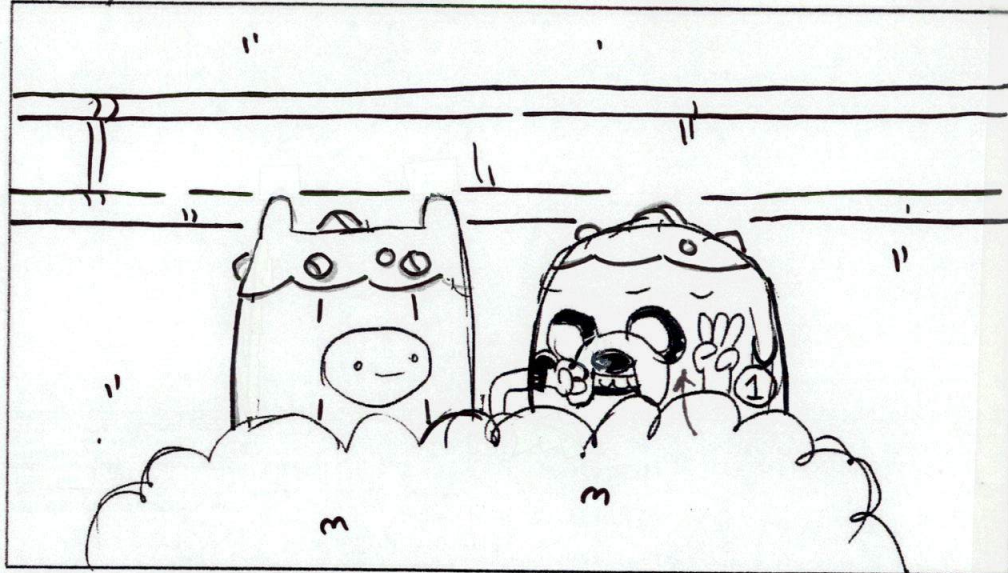
Sc.

38

Pnl. A

Bg.

day night



Dialog:

① THREE ... TWO ...

(SILENTLY MOUTHS "ONE")

SFX: "TOOP TOOTLE OOT TOOT"
BAD TRUMPET

Action:

② ③

GATE STARTS TO RAISE

Timing:



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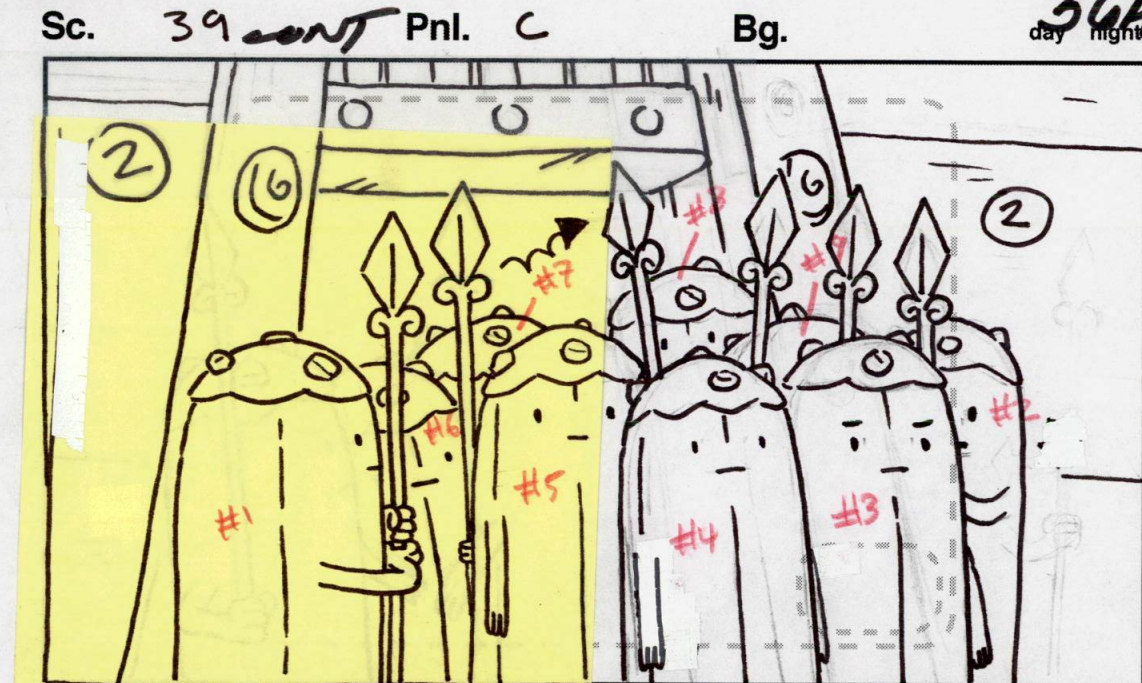
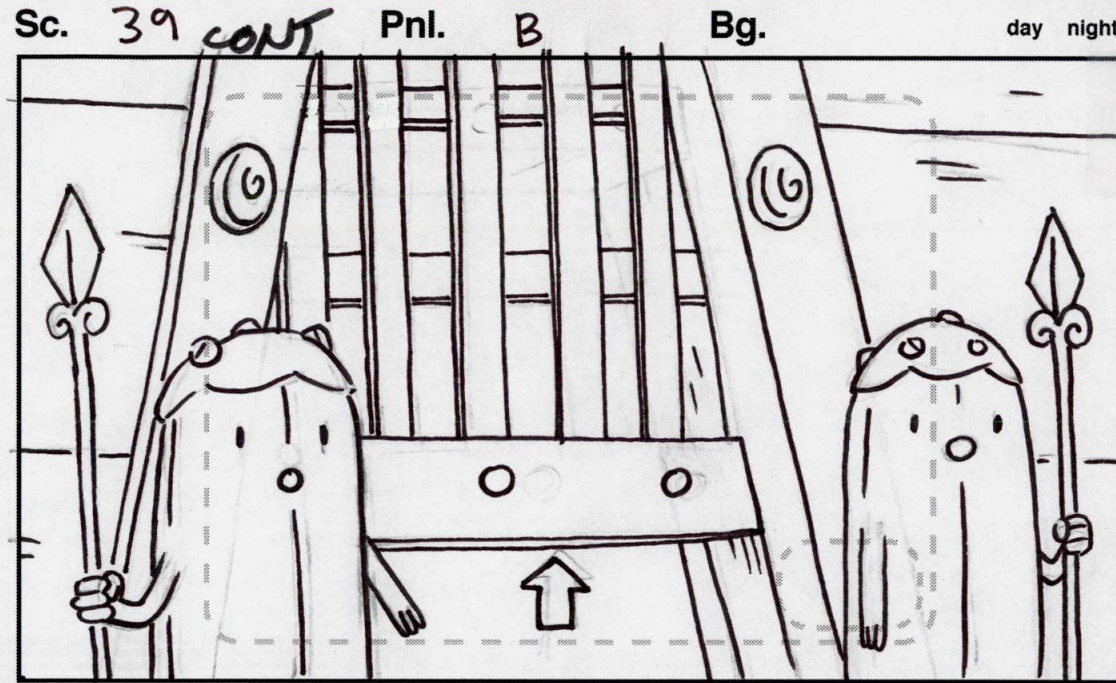
1034/233

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ADVENTURE TIME



Page 56
56 NEXT
day night



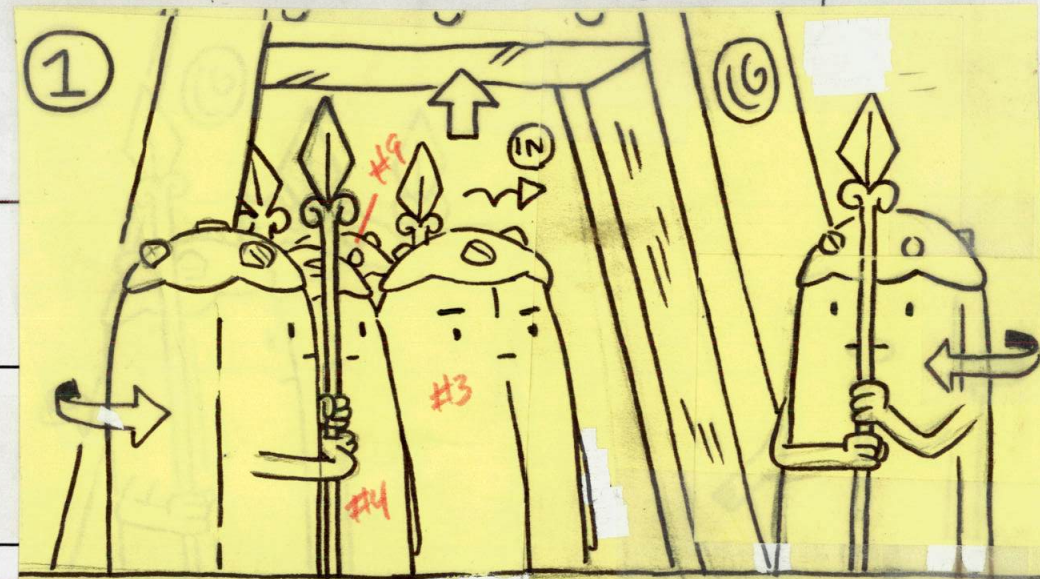
Dialog: SFX: ≡ "TOOP TOOTLE OOT TOOT" ≡
(BAD TRUMPET)

SFX: MARCHING

Action: - GATE STARTS TO RAISE.

- BG'S MARCH OUT VERY RIGIDLY.
- TWO BG'S AT GATE STAND AT ATTENTION.

Timing:



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ADVENTURE TIME



Sc. 39 *CONT*

Pnl. D

Bg.

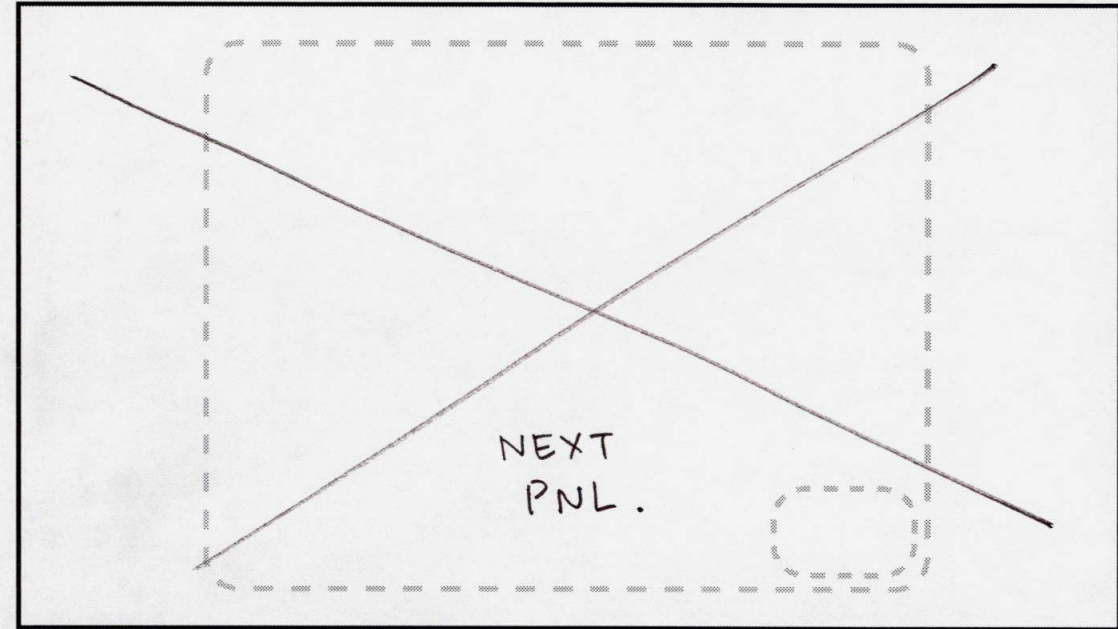
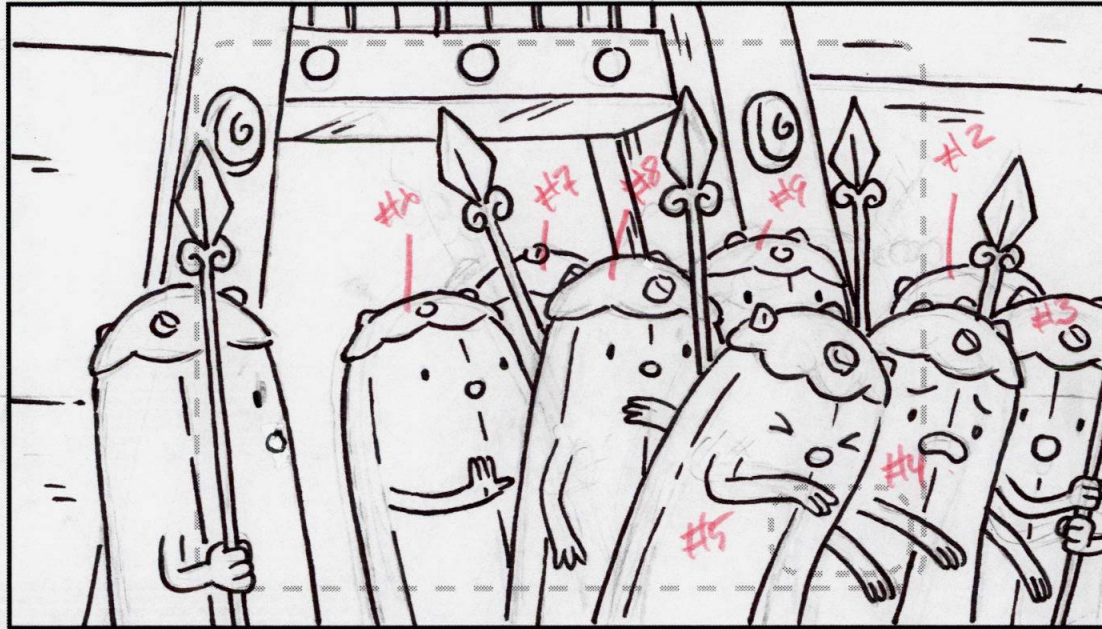
day night

Sc.

Pnl.

Bg.

Page 56 A.
57 *NET*
day night



Dialog: B. GUARDS "OOP" "WOAH"

Action: - ONE OF THE BG'S TRIP,
OTHERS FAULTER + WOBBLE.

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Timing:

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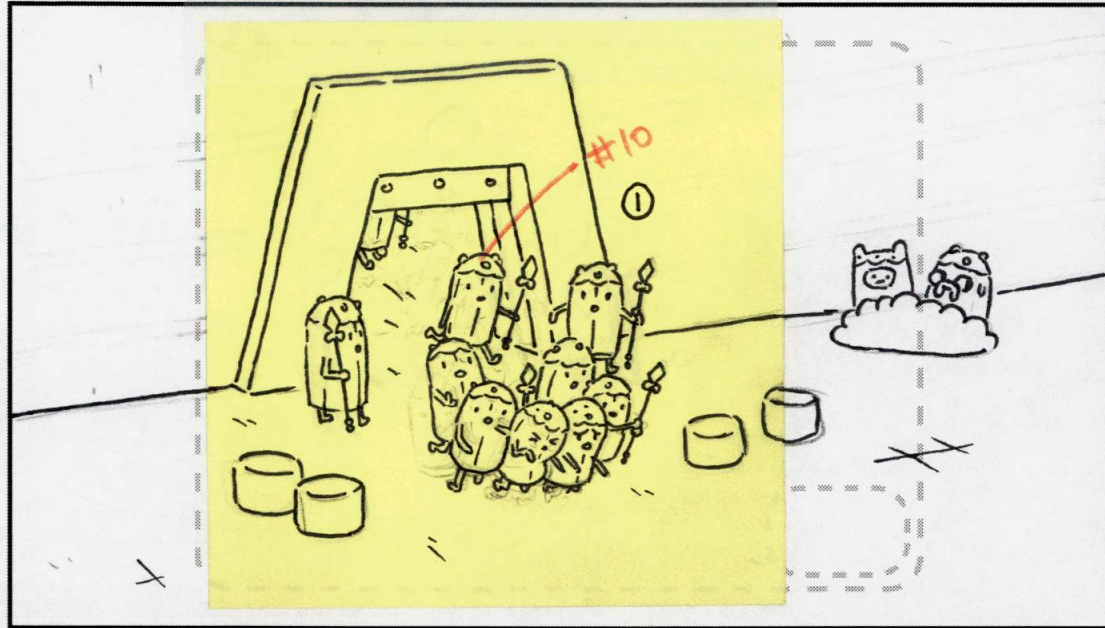
1034/233

ADVENTURE TIME

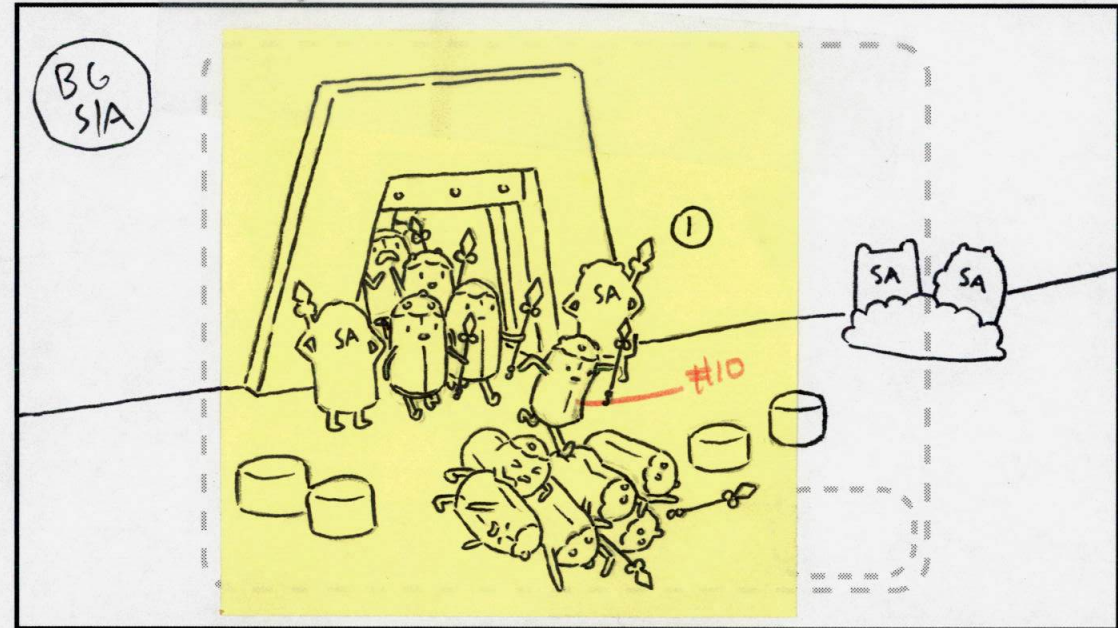


Page 57
STANLEY
day night

Sc. 40 Pnl. A Bg. day night



Sc. 40 *cont* Pnl. B Bg. day night



Dialog: B. GUARDS: "OOF" ~> "WOOPS" ~> "OH GLOB" ~>

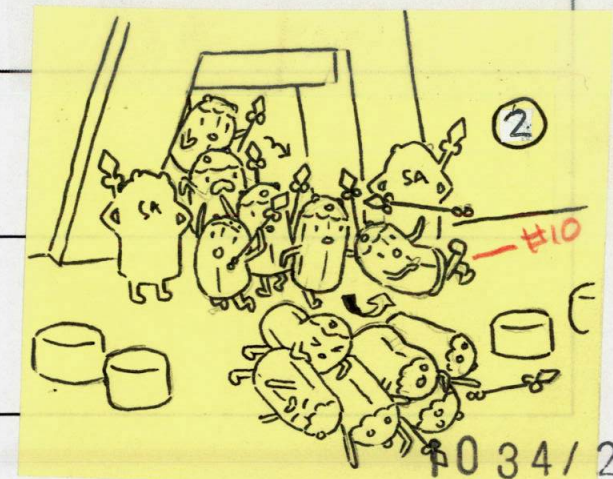
Action:
- B. GUARDS FALL
OVER EACH OTHER.

Timing:



- ONE B. GUARD SLIPS ON
ANOTHER.
- MORE B. GUARDS COME
OUT OF GATE.

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Production:

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ADVENTURE TIME

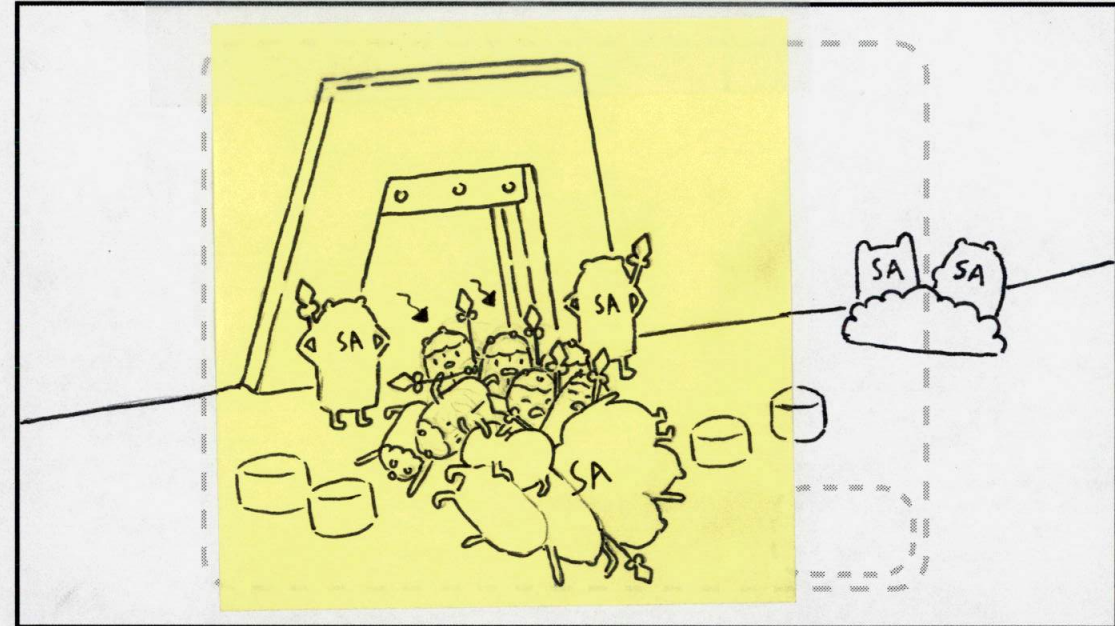


Page 57A
58 NEXT
day night

Sc. 40 CONT Pnl. C Bg. day night



Sc. 40 CONT Pnl. D Bg. day night



Dialog: B. GUARDS! (WALLA) "OOF" ~~~~~> "AH" ~~~~~>

Action: 1
- B. GUARDS CONTINUE FALLING OVER EACHOTHER.

SEP 10 2015

Timing:

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1034/233

Production:

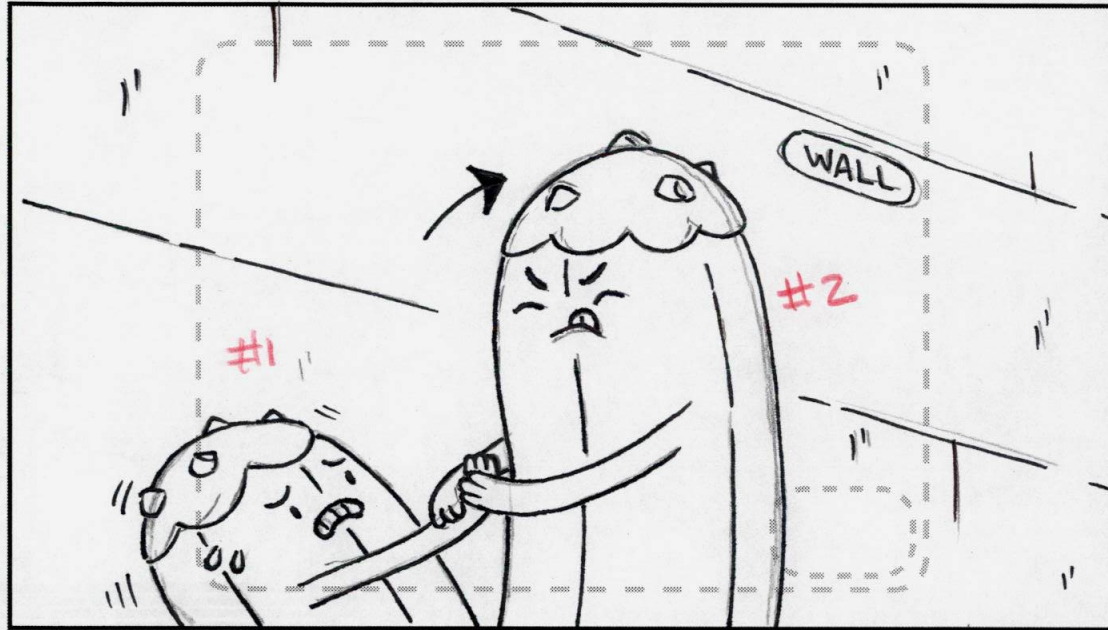
1034/233

ADVENTURE TIME



Page 58

Sc. 41 Pnl. A Bg. day night



Sc. 41 *CONT* Pnl. B Bg. day night



Dialog: B. GUARDS : (O.S.) "OOF" "SORRY" ECT.

B. GUARD 1 : [STRAIN]

Action: B. GUARD STRAINS TO PULL ANOTHER B.G. OF THE GROUND.

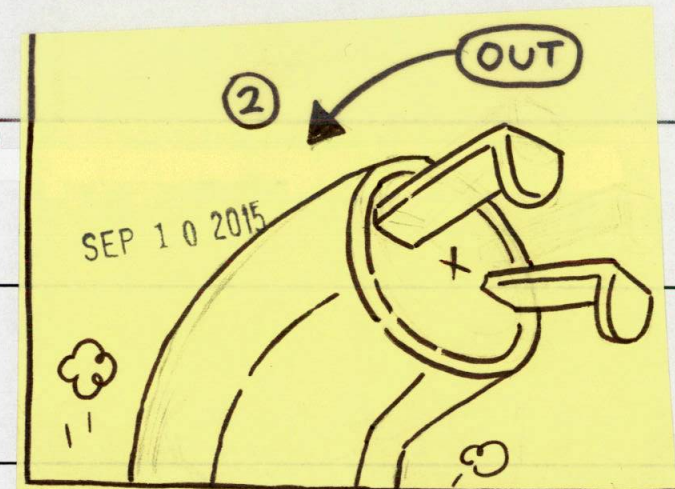
Timing:



B. GUARD 1 : ~ OOF

- THEY BOTH FALL O.S.

- ANIMATE THROUGH POSE
① FAST



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ADVENTURE TIME



Sc. 42

Pnl. A

Bg.

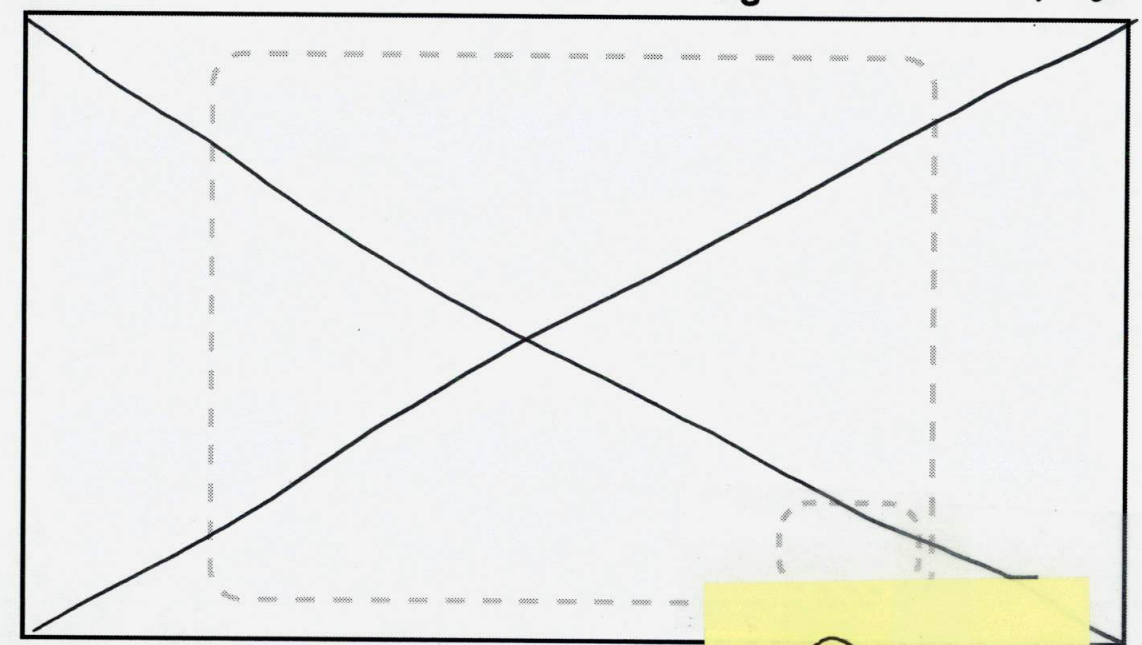
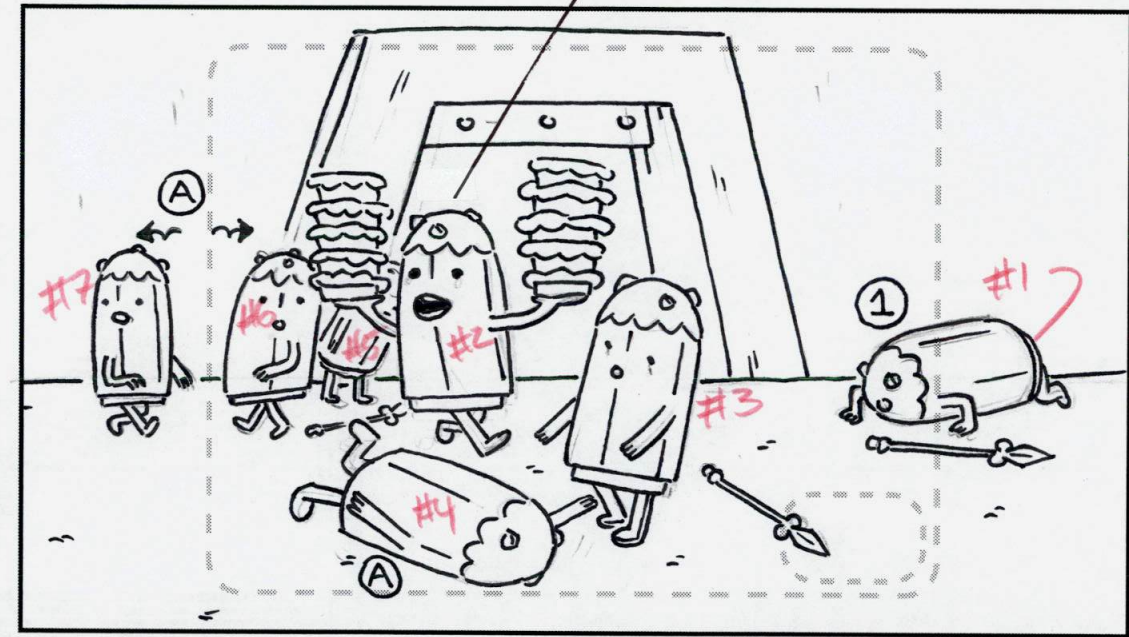
day night

Sc.

Pnl.

Bg.

day night

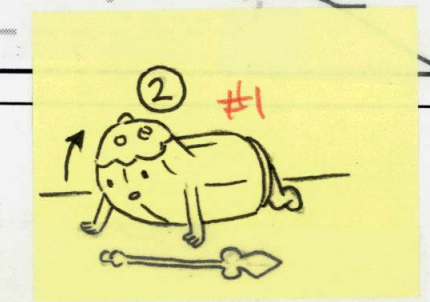
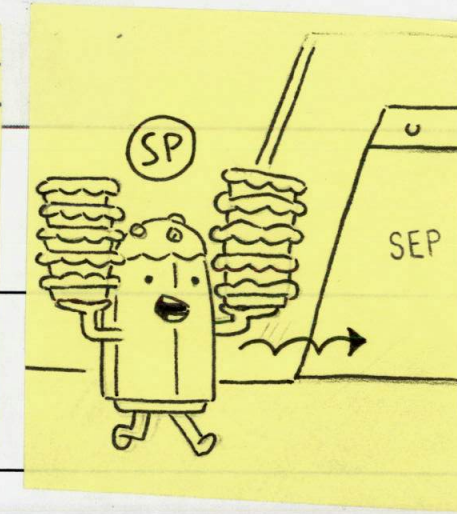
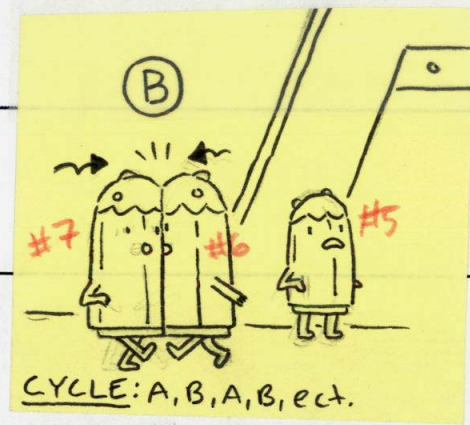


Dialog: B. GUARDS: (OVER LAPPING) "I'LL HELP YOU." "WHOOPS!" "SORRY."

BG #2: TEN WHIP CREAM
PIIIIIIES!

Action:
-B.G.'S BUMPING AROUND LIKE A
SOFT 3 STOOGES ROUTINE.

Timing:



EPISODE #

Production:

ADVENTURE TIME



Page 60

Sc. 43

Pnl. A

Bg.

day night



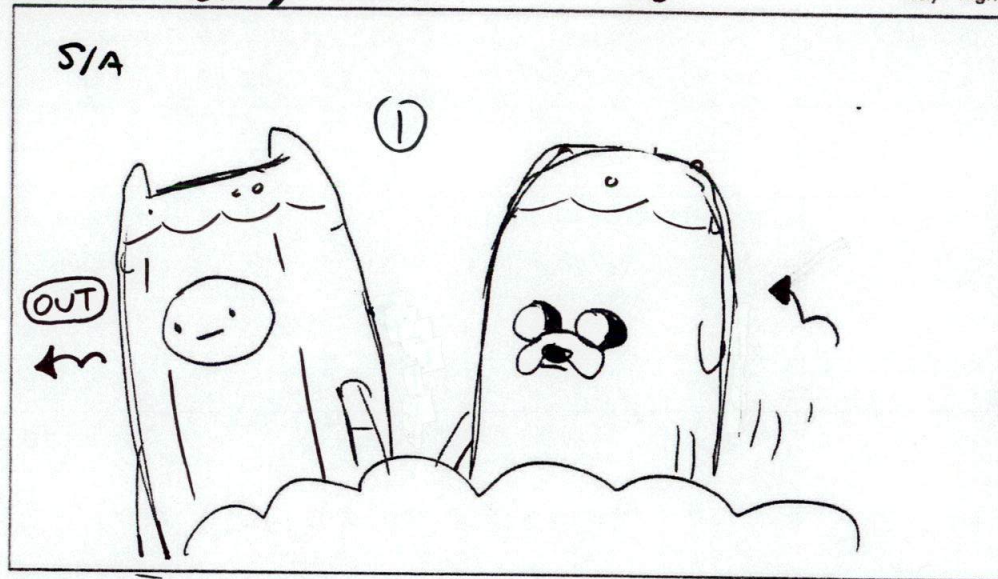
Sc. 43

CONT

Pnl. B

Bg.

day night



Dialog:

B. GUARDS: (S.S.) SINGING IS CHAOTIC AND OUT OF ORDER. (SOUNDS LIKE THEY'RE HAVING FUN)

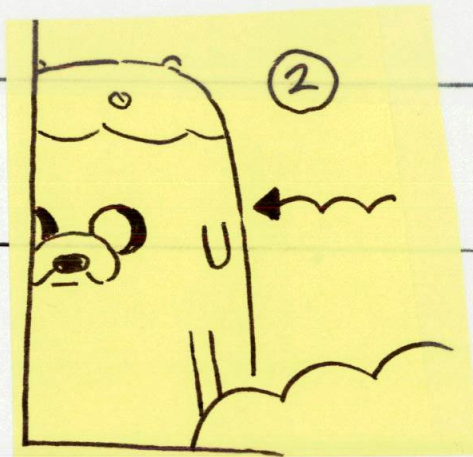
BG #2: (SLIPPING) WHOODA !!!

Action:

- F + J Watch on

- F + J get up from behind bush + move out

Timing:



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ADVENTURE TIME



NO SC's
45-47

Page 61
NO PGS 62-68
day night

Sc. 44

Pnl. A

Bg.

day night

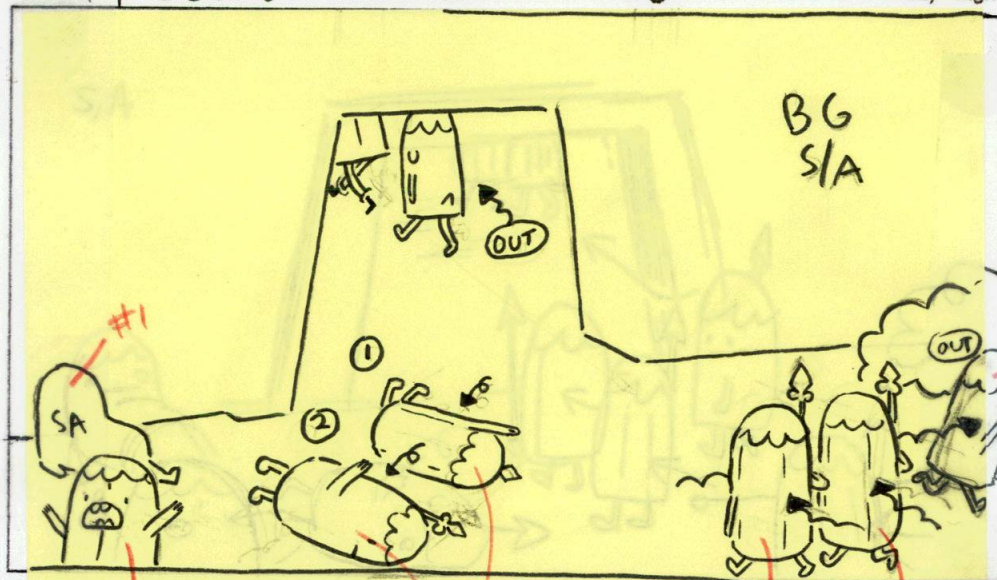


Sc. 44

cont

Pnl. B

Bg.

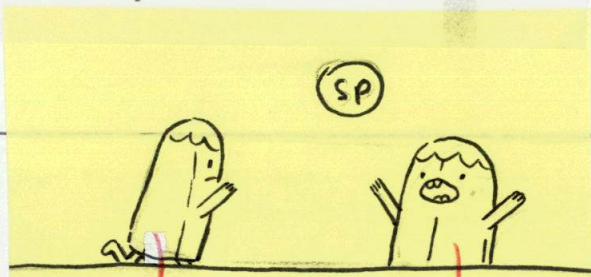


Dialog:

Action:

- F+J walk in nonchalantly
as the BGs fool about.

Timing:



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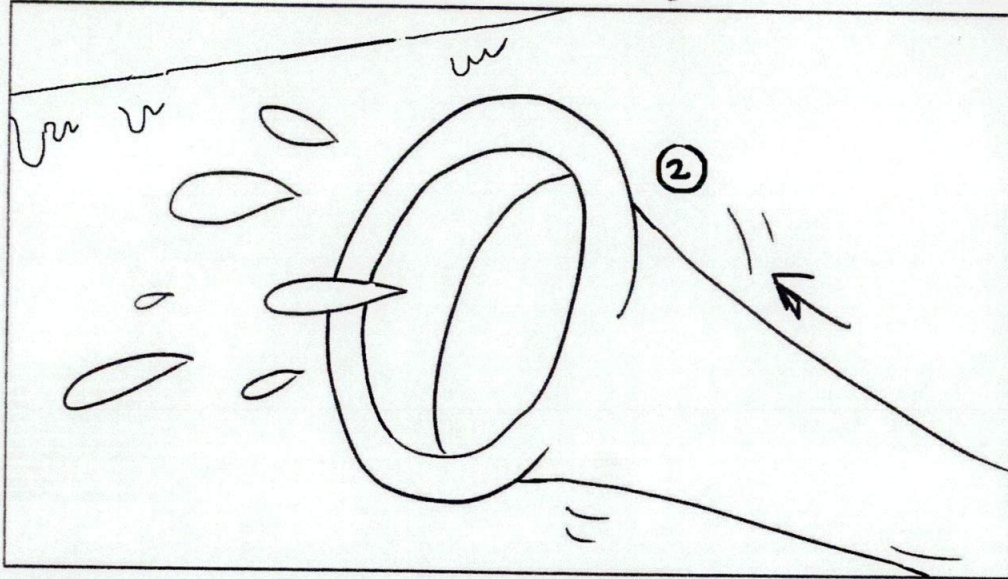


Sc. 48

Pnl. A

Bg.

day night



Sc. 48

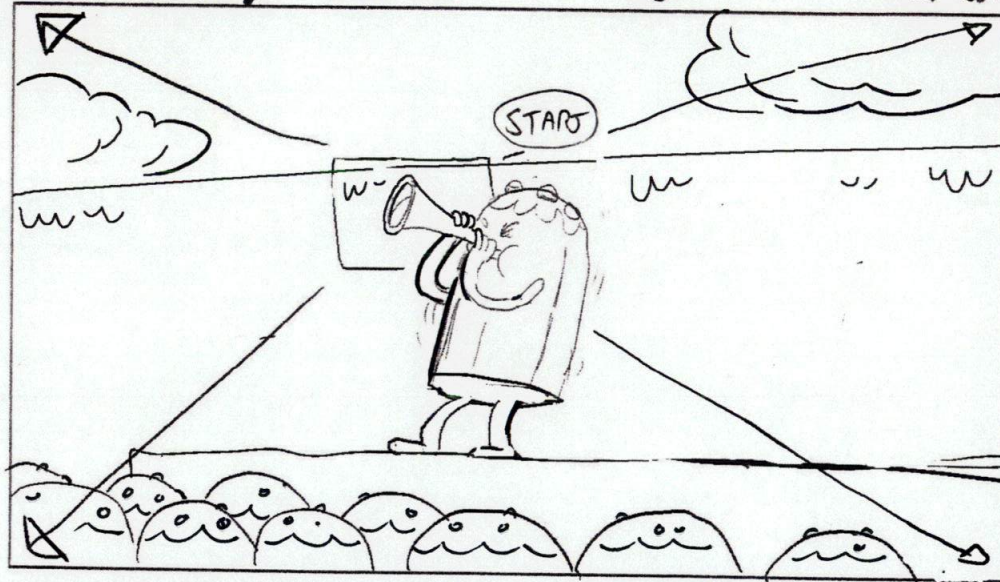
CONT

Pnl. B

Bg.

Page

69
NEXT
STOP



Dialog: "BBTFFTFPTPTBB!"

Sfx:

①②

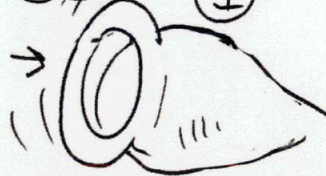
①②①②

①②

①

Action:

HORN SPITS +
UNGULATES



Sfx: "BBBBBBBBBBBB"

- BG TREMBLES AS HE
HOLDS HIS ONE BAD NOTE

Timing:

w/BAD:

- TRUCK OUT FROM BELL.

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ADVENTURE TIME

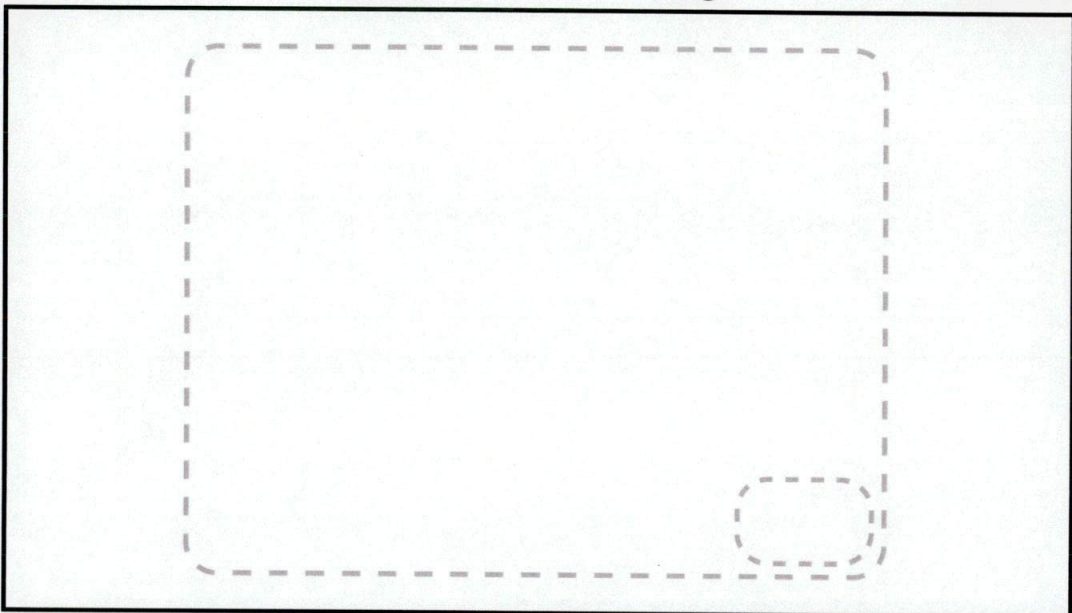
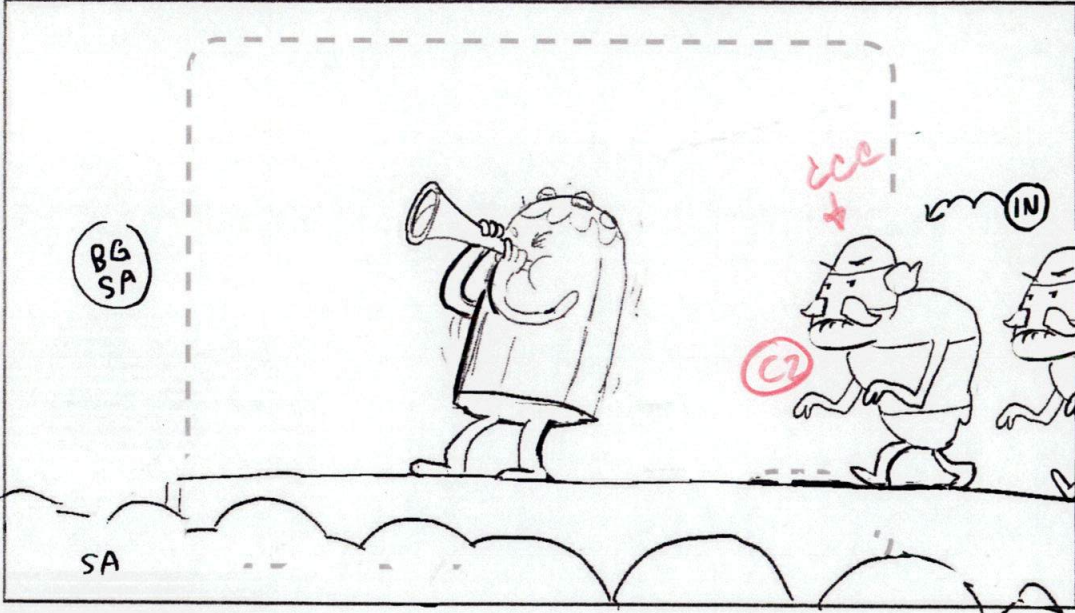


Page 69A
70 NEXT
day night

Sc. 48 *CONT* Pnl. C

Bg. day night

Sc. Pnl. Bg.



Dialog:
Action:
Timing:

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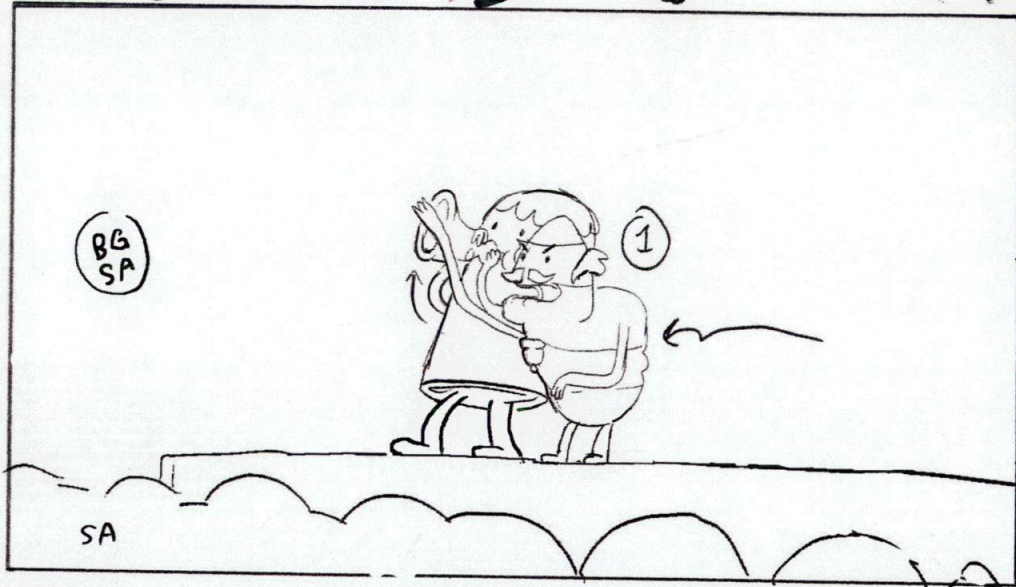


Sc. 48 *cont*

Pnl. *D*

Bg.

day night



Dialog:
COLONEL
CANDY
CORN

'THAT'S ~ ENOUGH,
(1) (2)
BANANA GUARD #12

Action:

CCC walks up +
pushes BG down + behind



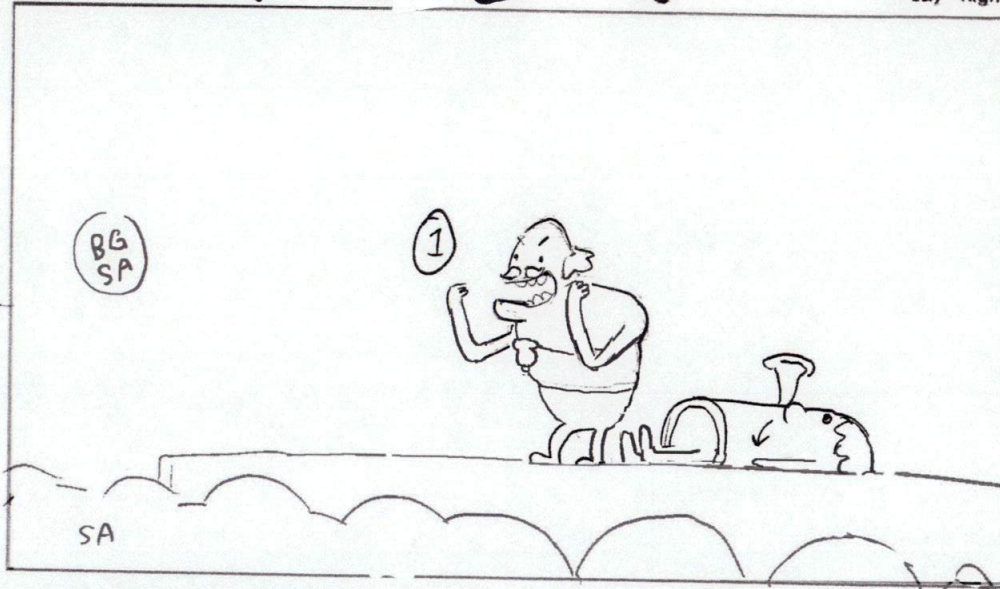
Timing:

Sc. 48 *cont*

Pnl. *E*

Bg.

Page 70
NO PG 71
day night



(CCC) "OKAY EVERYONE! TIME
FOR MORNING
CALISTHENICS!" (2)

CCC slaps hand together,
BG lays on platform still. chillin'

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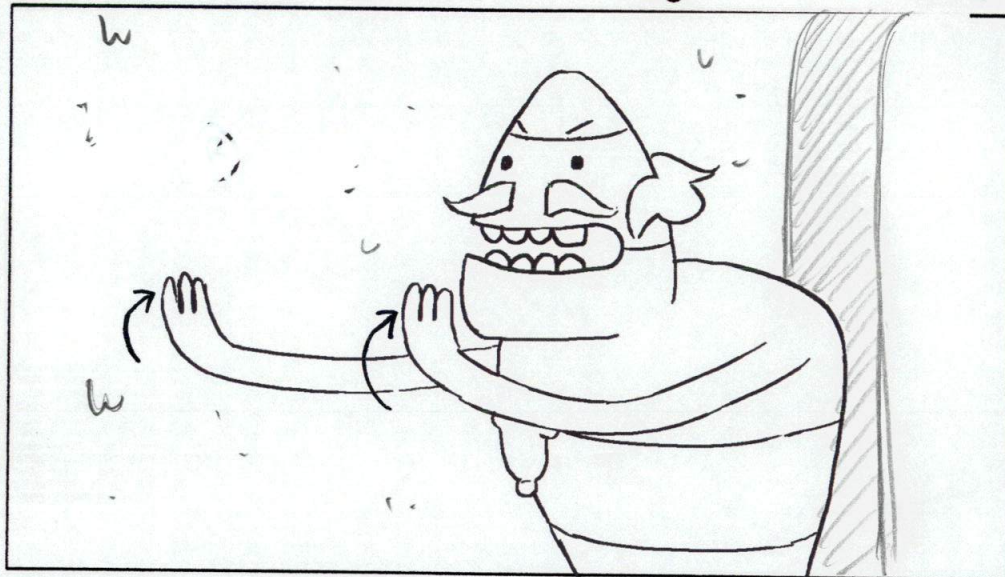
1034/233

1034/233

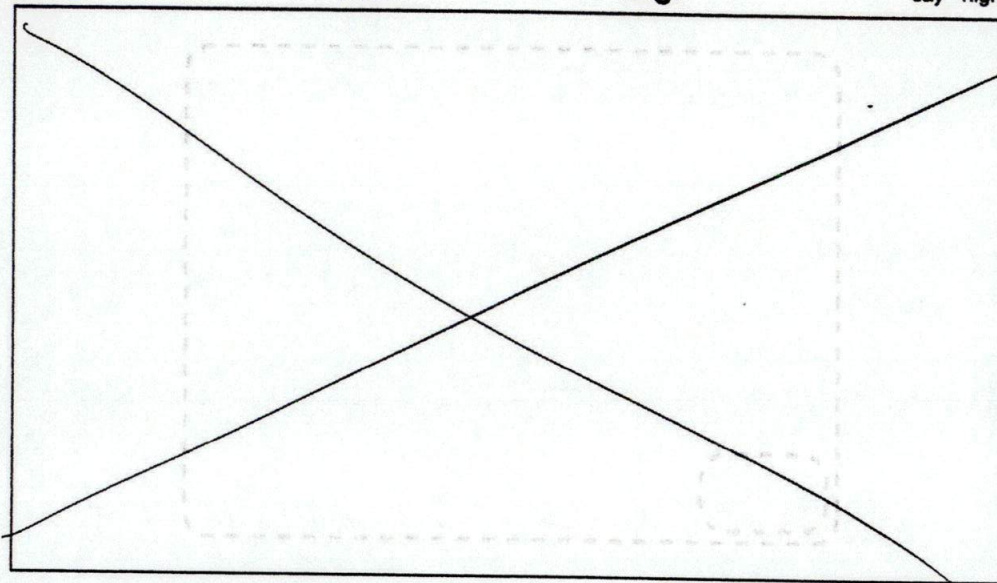
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day night



day night

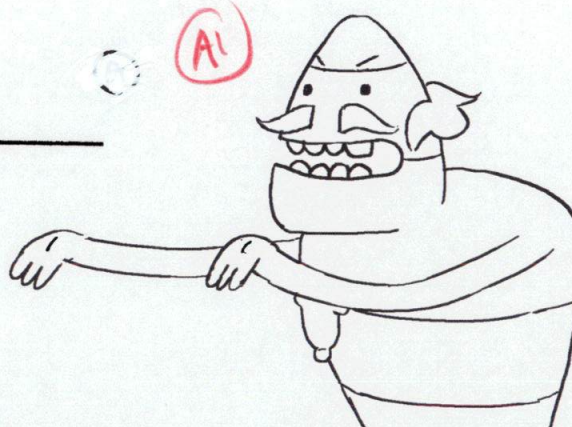


Action:

- CCC eggs then on w/ just hands

CYCLE ○○○○○○

Ⓐ Ⓑ



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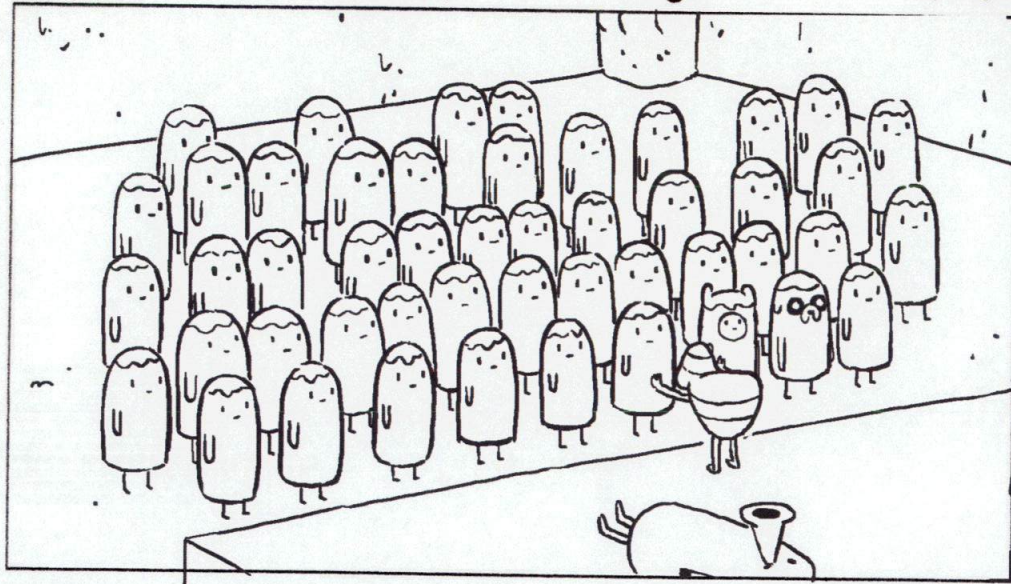
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Sc. 51

Pnl. A

Bg.

day night



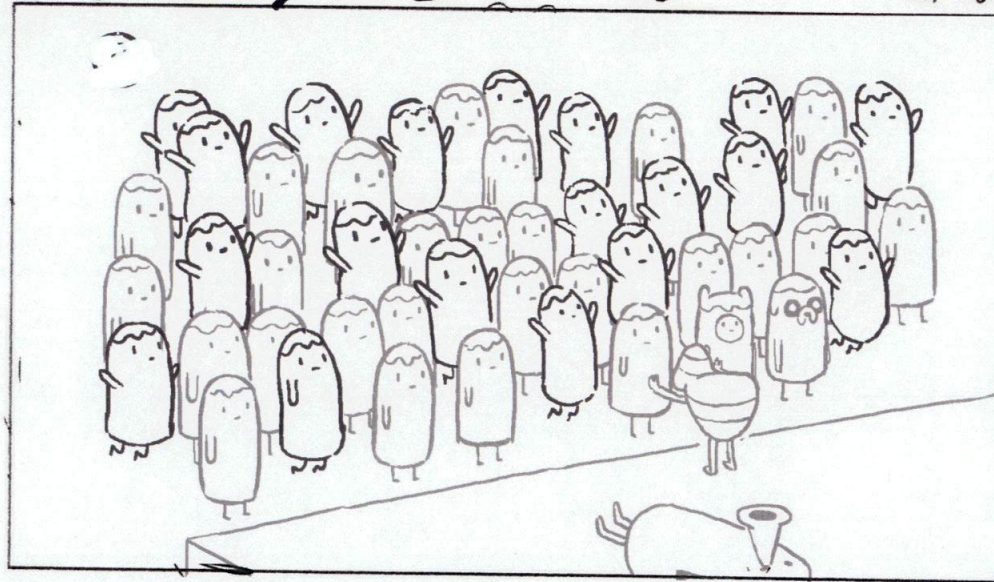
Sc. 51

cont

Pnl. B

Bg.

day night



Dialog:

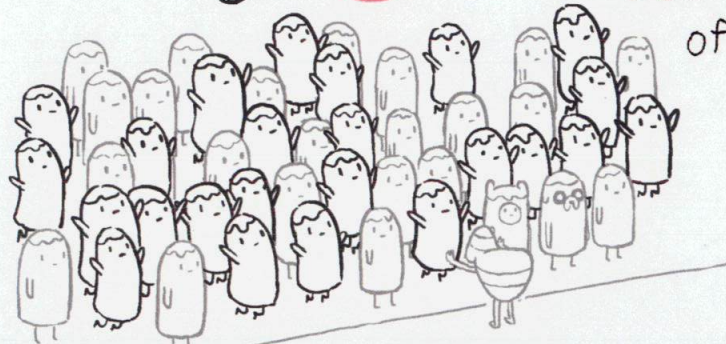
CCC "HAHA GOOD YES"

Action:

AI

- BGs ARE JUMPING RANDOMLY OUT OF SYNC, NOT IN UNISON, ETC

Timing:



CYCLE
AI AI

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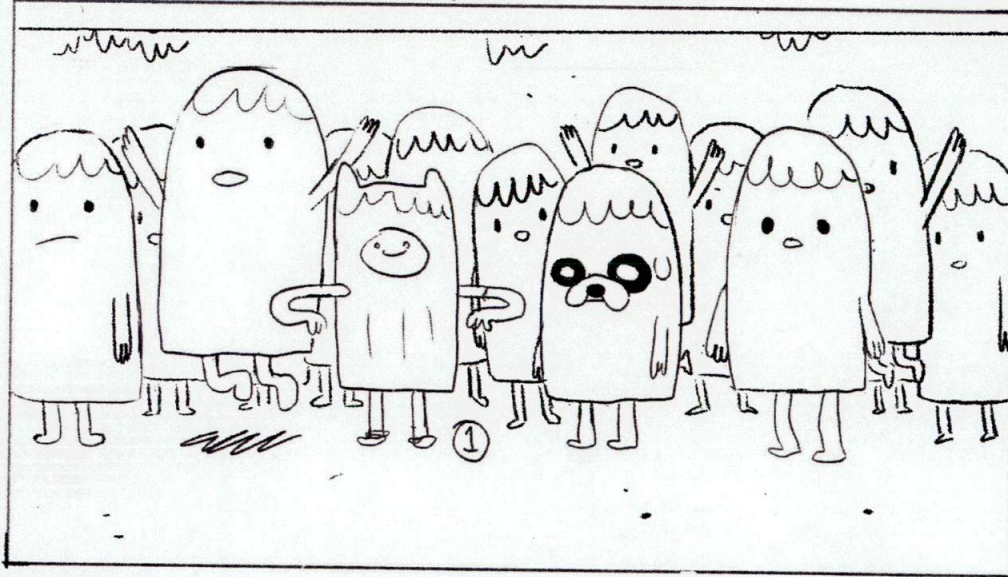
Page 74

Sc. 52

Pnl. A

Bg.

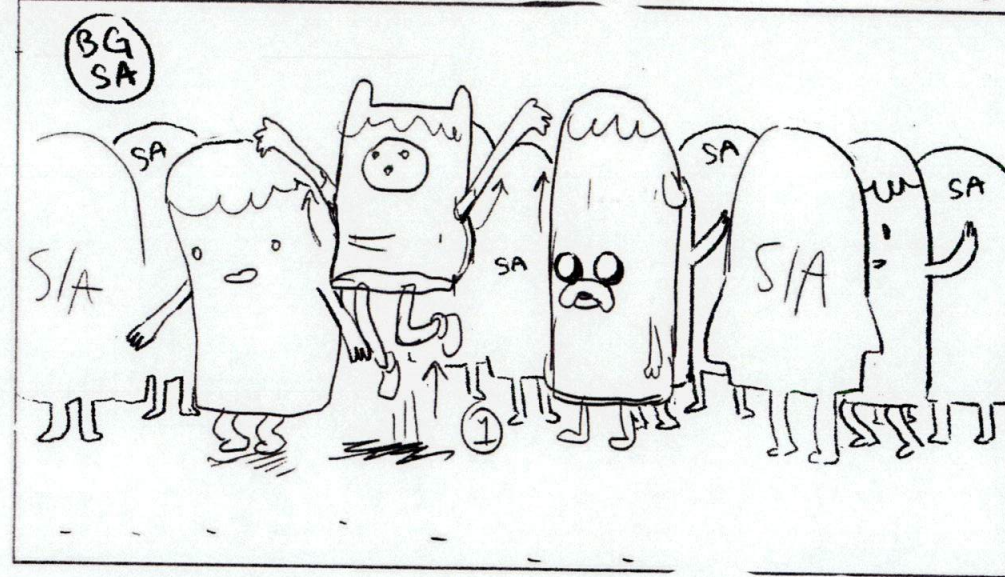
day night



Sc. 52 *cont* Pnl. B

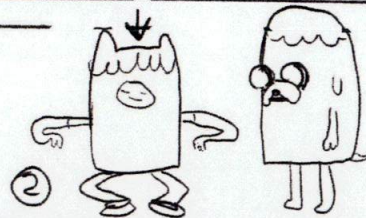
Bg.

day night

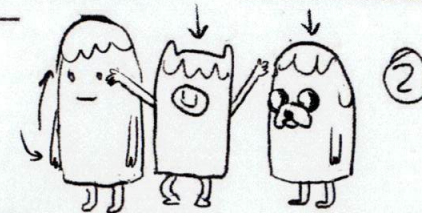


Dialog:

BGS: *RANDOM SMALL GRUNTS*



(F) "WOO!"



Action:

FINN READIES THEN BENDS DOWN
JAKE WATCHES

-FINN JUMPS UP, ARMS UP,
-JAKE STRETCHES HIS HEAD UP ACTIN'
LIKE HE JUMPED TOO

Timing:

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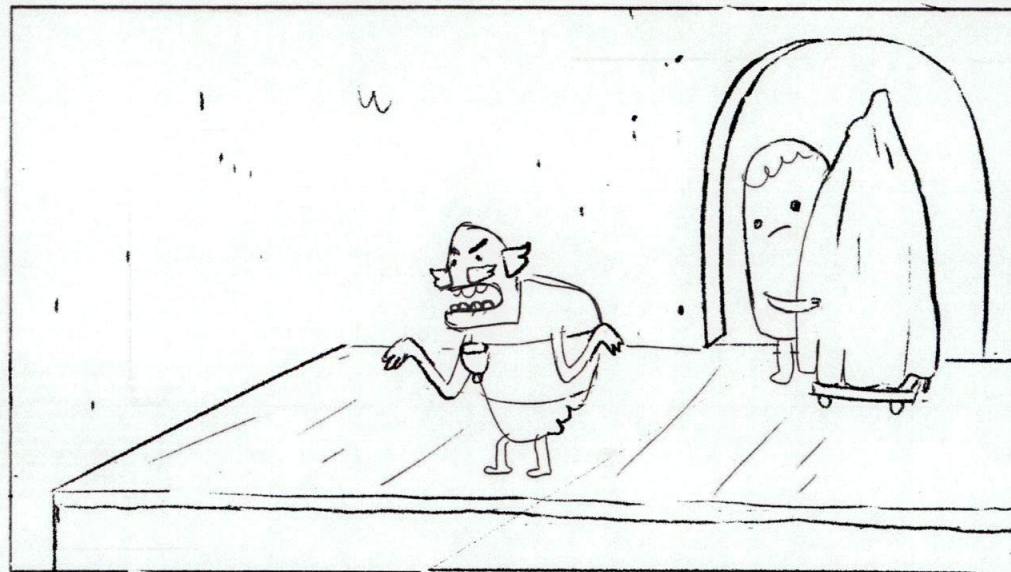
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ADVENTURE TIME

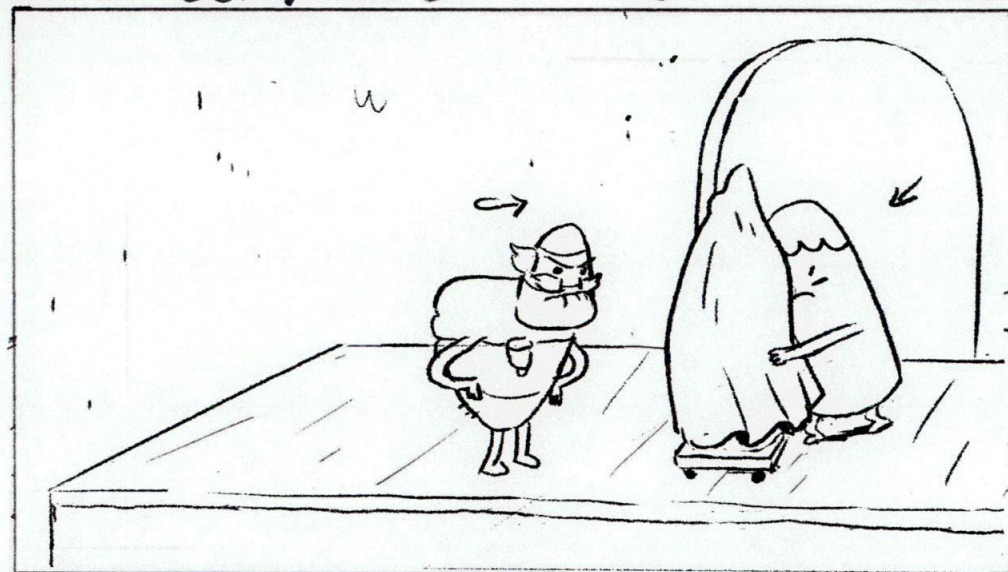


Page 75

Sc. 53 Pnl. A Bg. day night



Sc. 53 *CONT* Pnl. B Bg. day night



Dialog: (CCC) ALL RIGHT NOW, THAT'S ENOUGH.
IT'S TIME FOR DAILY WORSHIP,

SFX: * SCRAPING *

Action:
-CCC HAND DISMISSES ALL JUMPING

-BG PUSHES DRAPED STATUE
UP FRONT

Timing:

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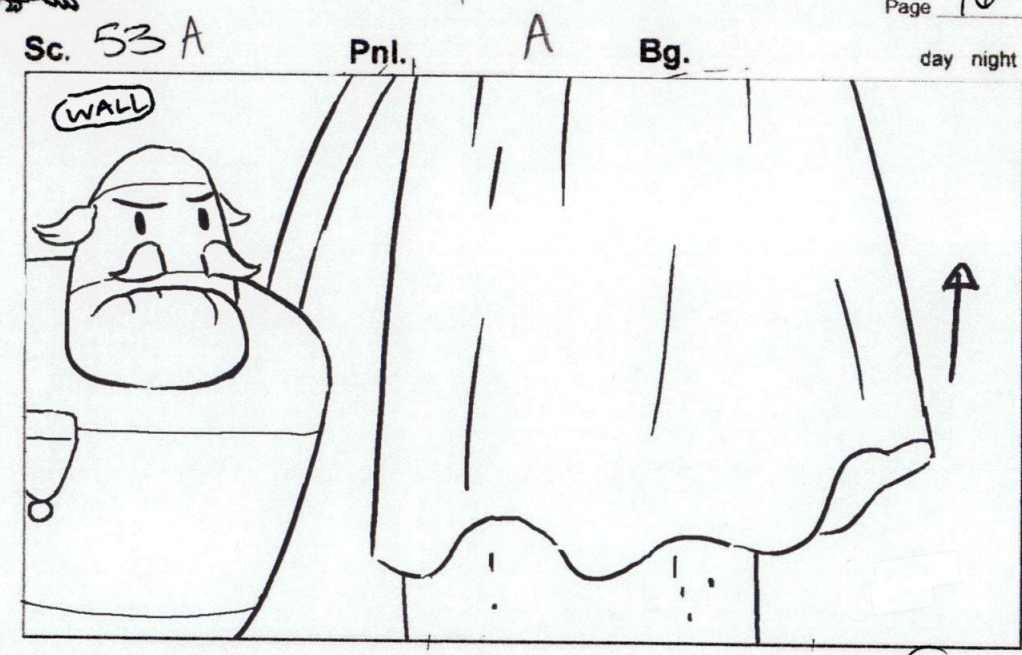
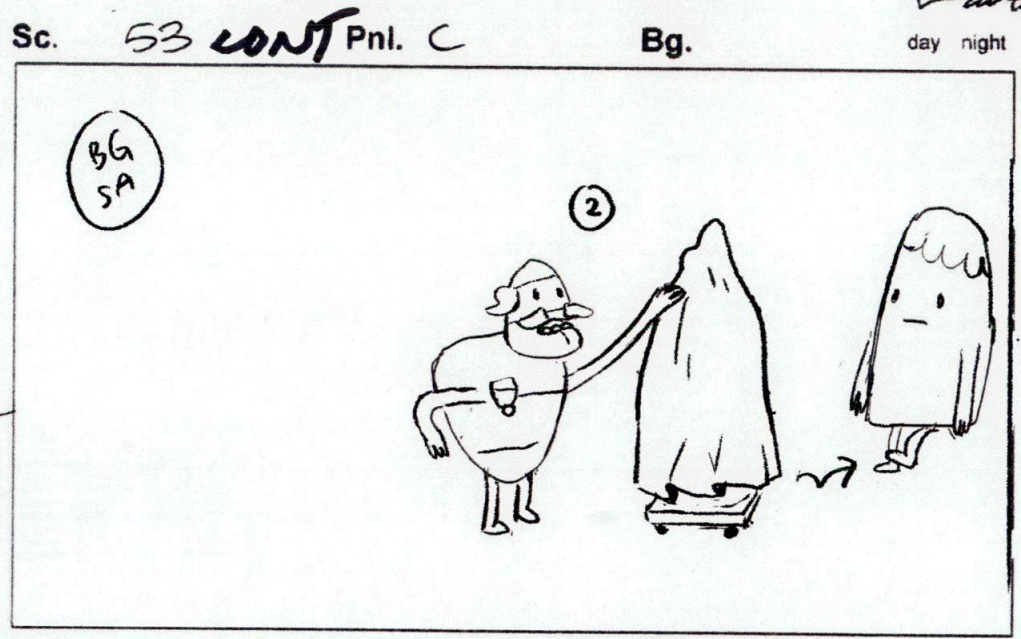


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Dialog:

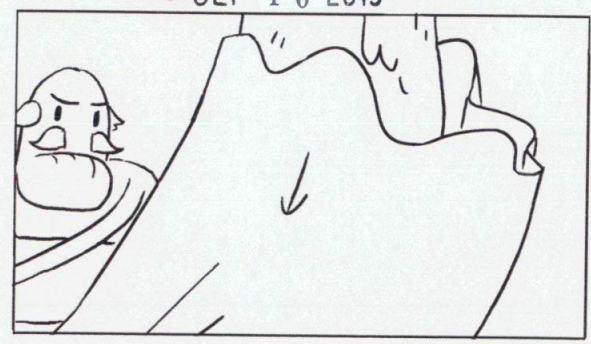
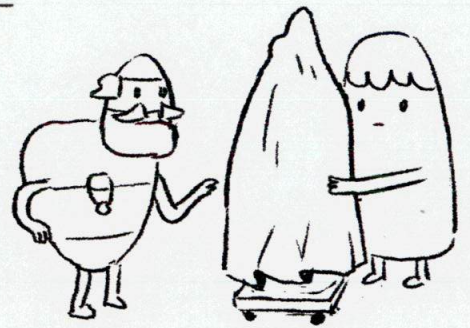
CCC: GAZE UPON THE DIVINE and terrible COUNTENANCE -- SFX: * WHOOSH *

Action:

- CCC REACHES UP TO CLOTH.
- BG STEPS BACK

- CCC WHIPS IT OFF, THE DRAPE!

Timing:



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ADVENTURE TIME



Sc. 53A *cont*

Pnl. B

Bg.

day night

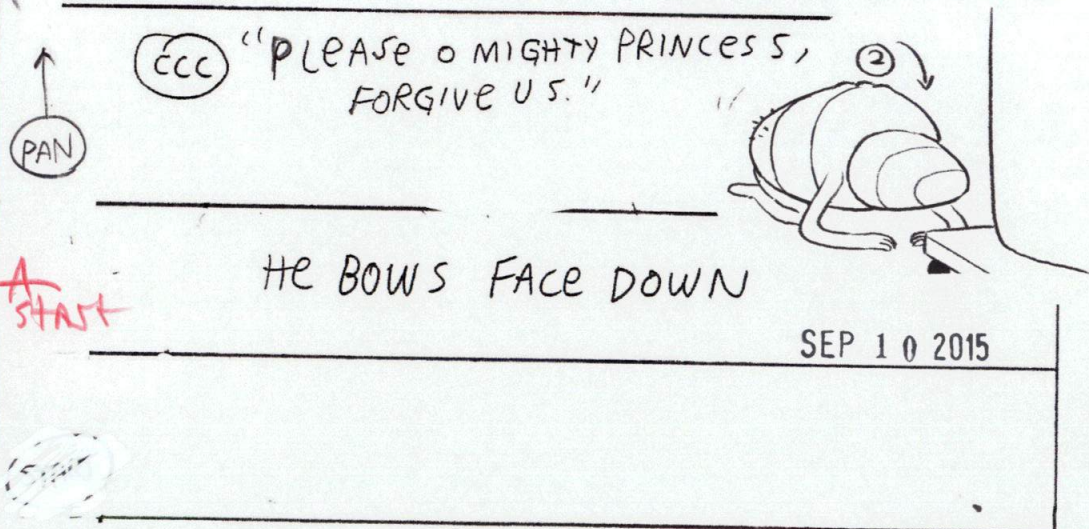
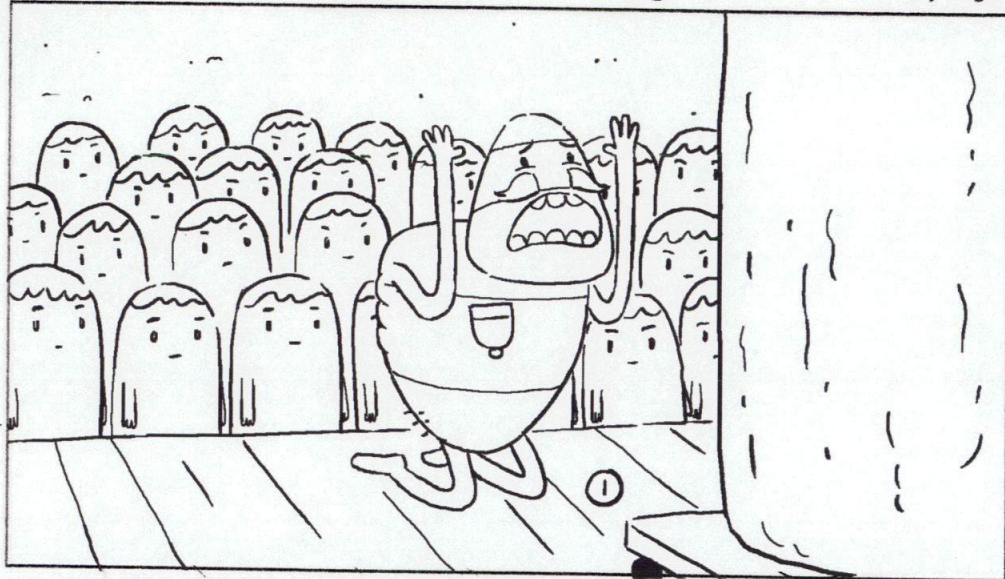
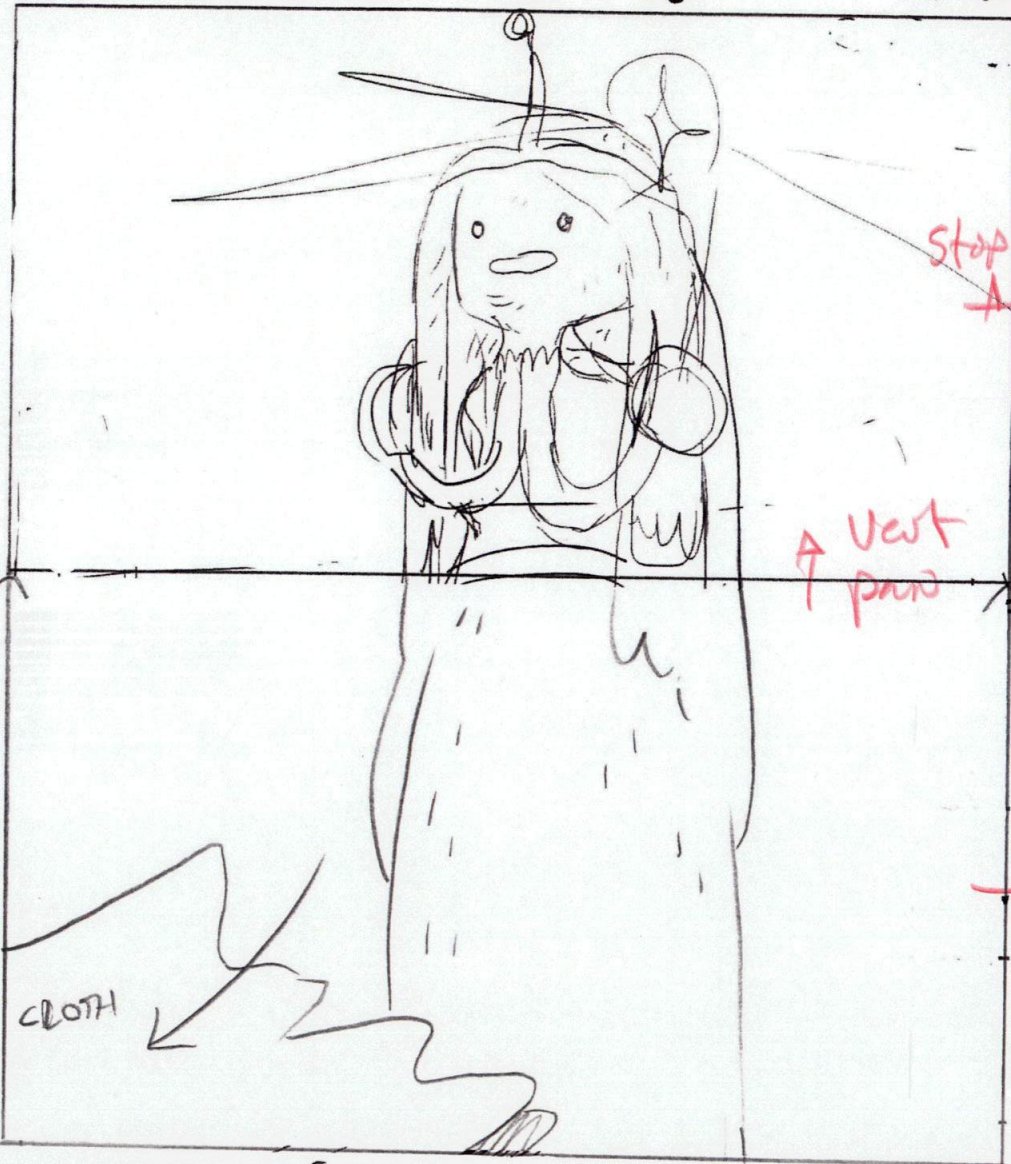
Sc. 54

Pnl. A

Bg.

Page 77

day night



B.GUARDS: (C/S) 00000. - PAN UP STATUE OF PB.

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Production :

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ADVENTURE TIME



PAN →

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Sc. 55

Pnl. A

Bg.

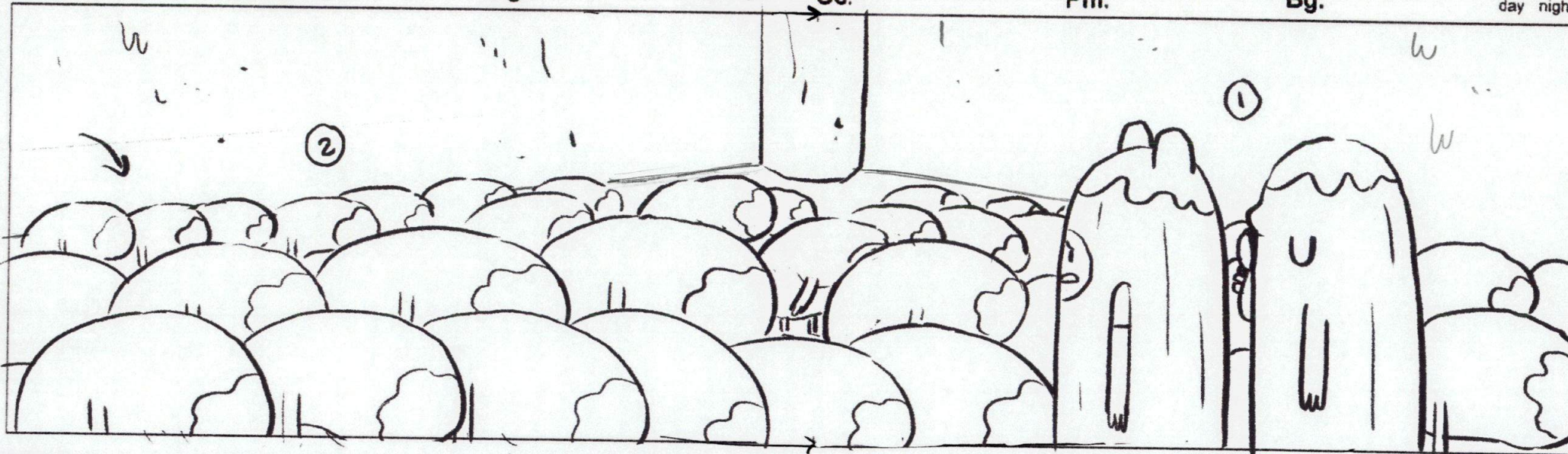
day night

Sc.

Pnl.

Bg.

day night



EPISODE #

STOP

Dialog:

BGS. (OUT OF ORDER, NOT A CHANT.)

"FORGIVE US. FORGIVE US.
FORGIVE US."

Action:

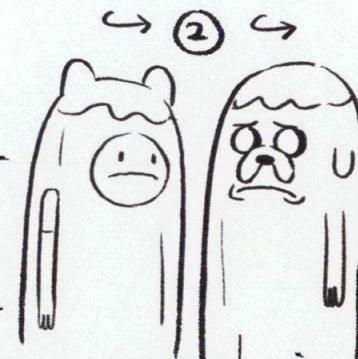
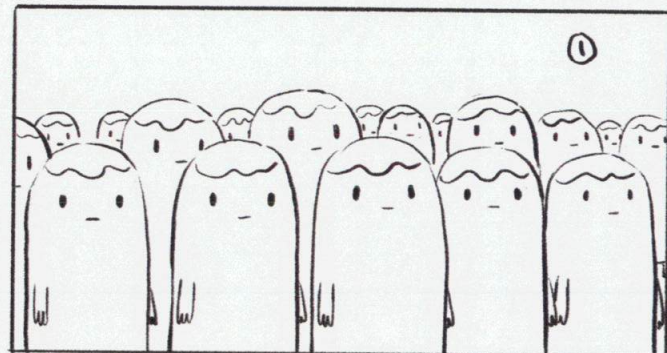
- B. GUARDS
ALL AT ONCE. BOW,

"BE MERCIFUL"

"I'M SORRY"

PAN TO F+J LOOKING BACK
THEN SHARING A LOOK

Timing:



SEP 10 2015

Produ

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START

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ADVENTURE TIME



Page 79

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
55	cont	B		

Dialog:	
Action:	<p>BGS : (APOLOGY WALLA) →</p> <p>- FINN SHRUGS</p>
Timing:	<p>SEP 10 2015</p>

EPISODE # 1034-233

Production :

ADVENTURE TIME

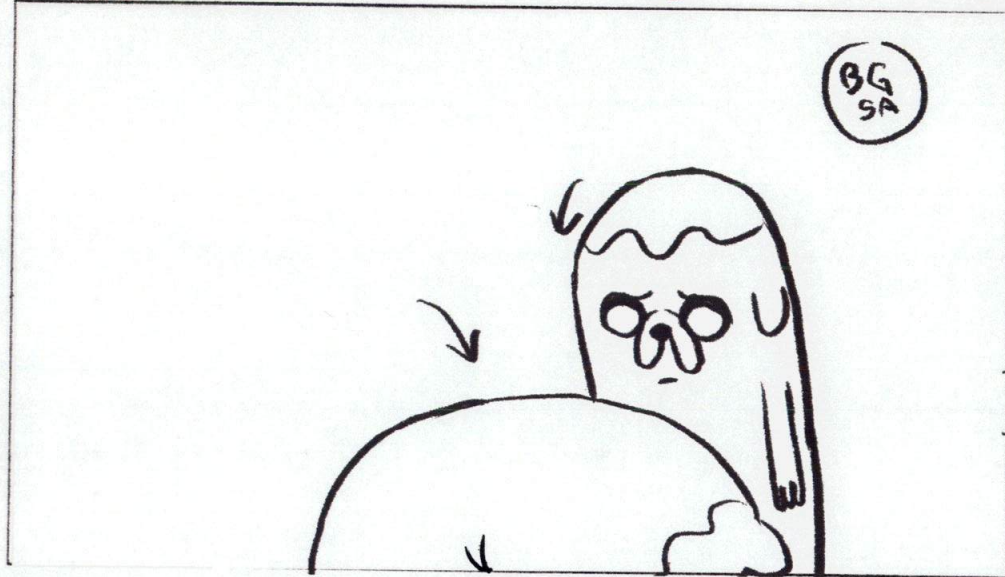


Page 80

Sc. 55 *CONT* Pnl. C

Bg.

day night



Sc. 55 *CONT* Pnl. D

Bg.

day night



Dialog:

F: (WHISPER) Sorry PB

Jake: (whispers): Yeah man, me too pubs

Action:

- BG SLIGHTLY LOOKS UP + FINN NOTICES
- ADJ. LEFT. TO BG.

- FINN BOWS DOWN TOO!
- ADJ. RIGHT TO F+J

Timing:

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ADVENTURE TIME



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Sc. 55 *CONT*

Pnl. E

Bg.

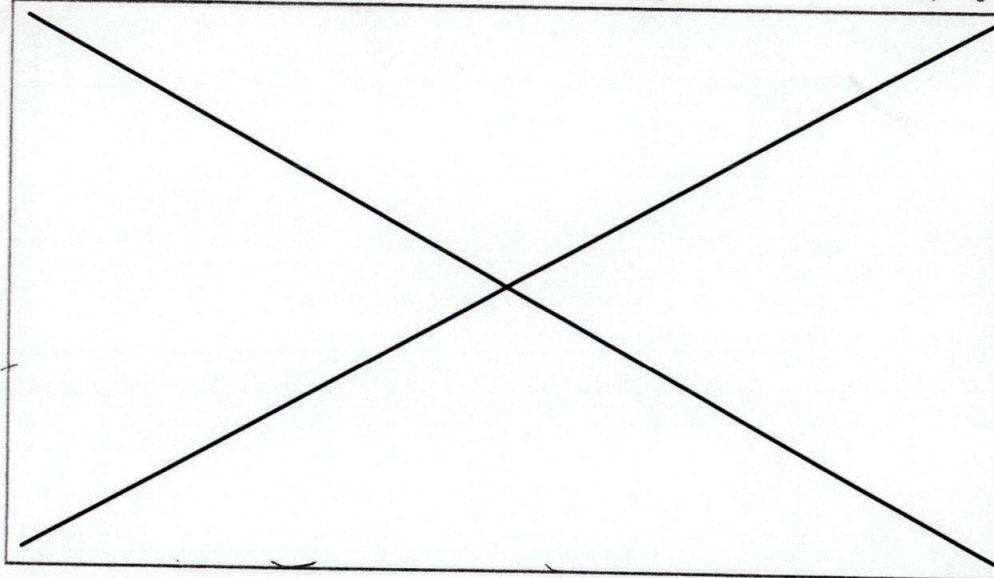
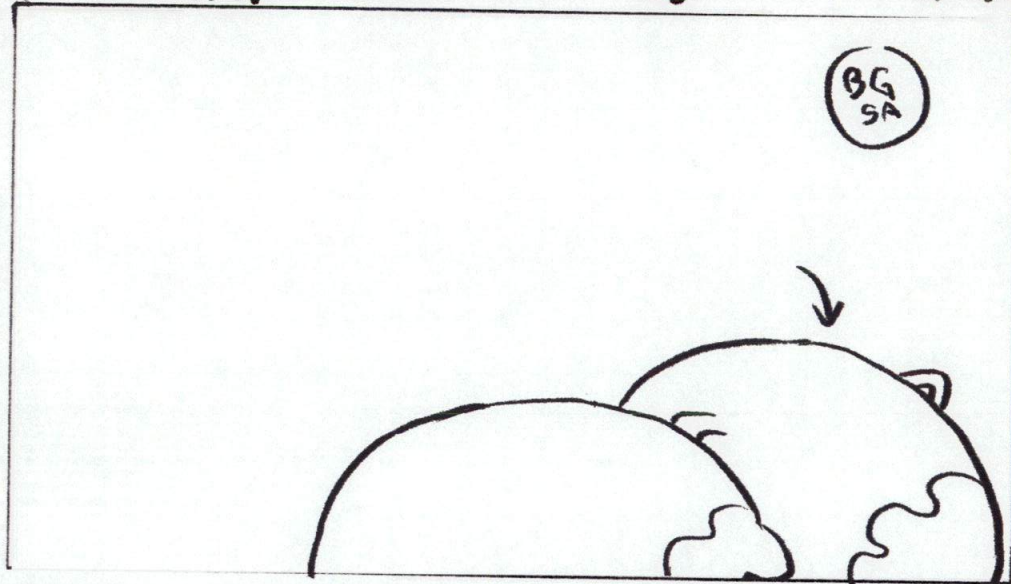
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

— JAKE STRETCH BENDS
DOWN.

Timing:

SEP 10 2013

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Production :

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ADVENTURE TIME

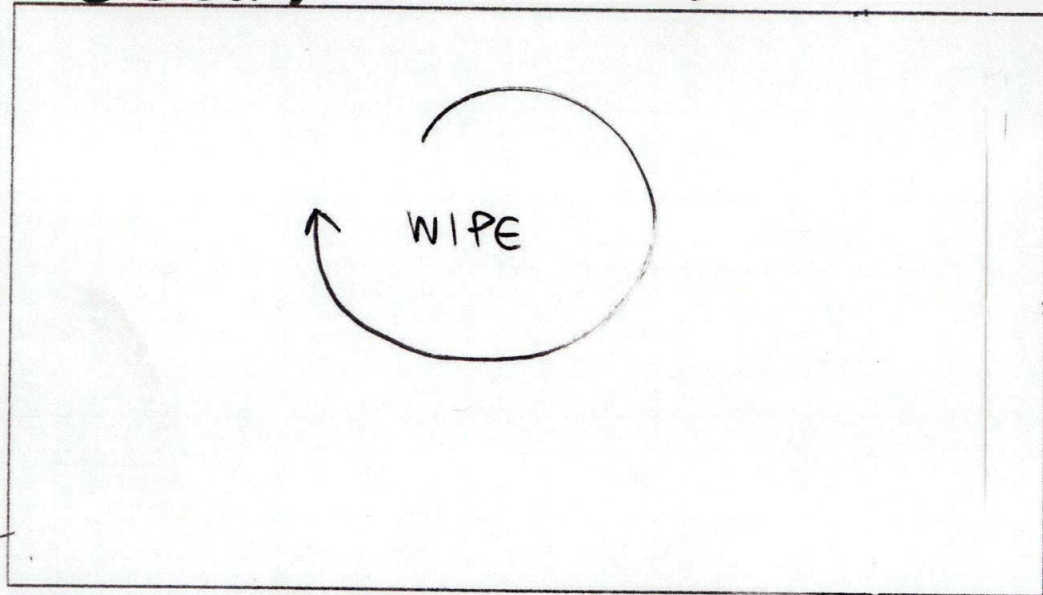


Page 82

Sc. 55 cont Pnl.

Bg.

day night

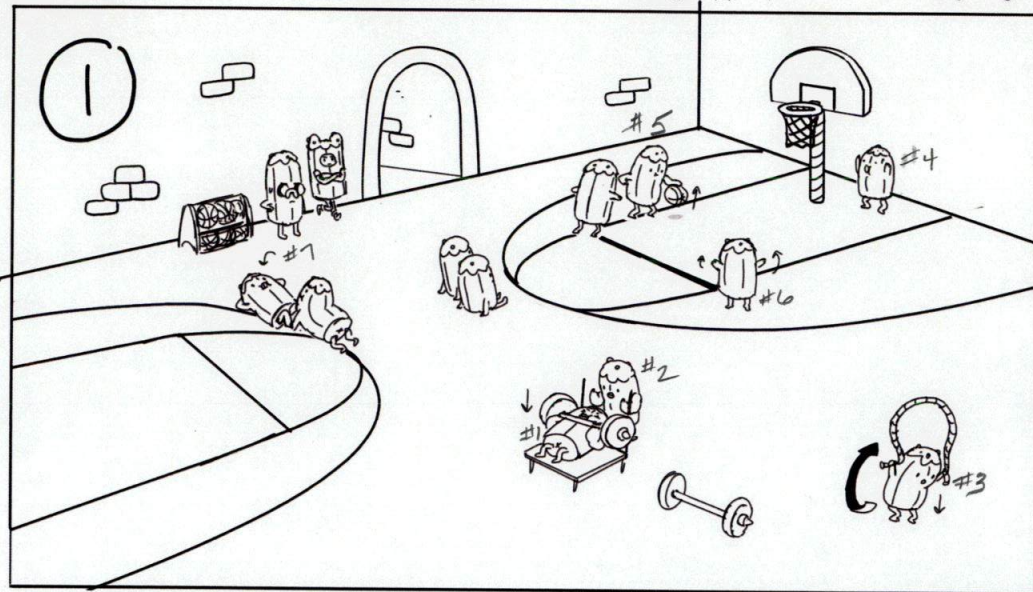


Sc. 56

Pnl. A

Bg.

day night



Dialog:

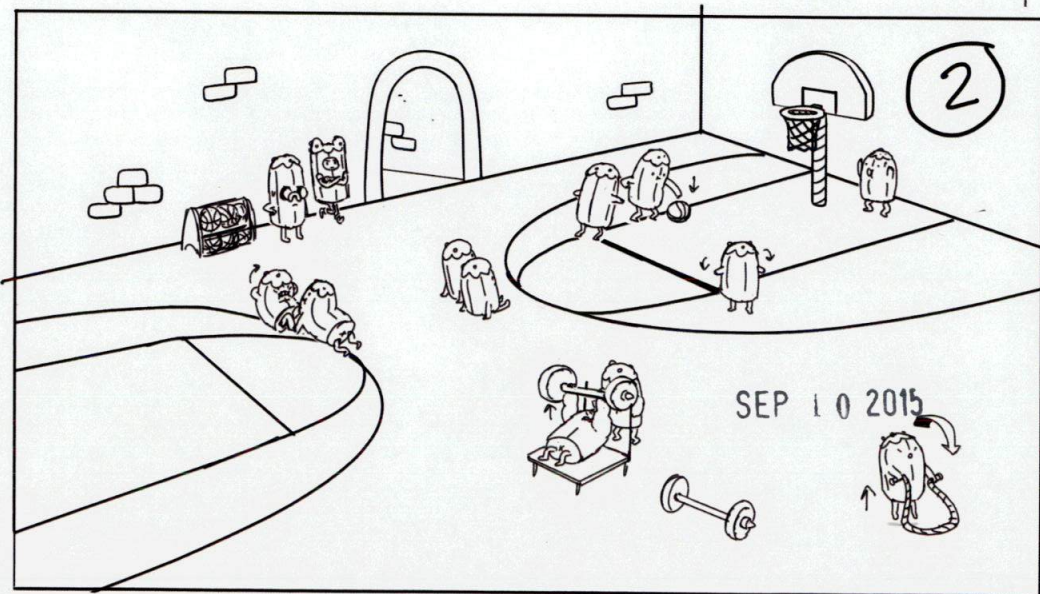
Action:

Timing:

- BG COMPOUND
COURTYARD

- BGs play basketball,
lift weights, jump
rope, do sit-ups

- CYCLE ① + ②



Production :

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ADVENTURE TIME



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Sc. 57

Pnl. **B**

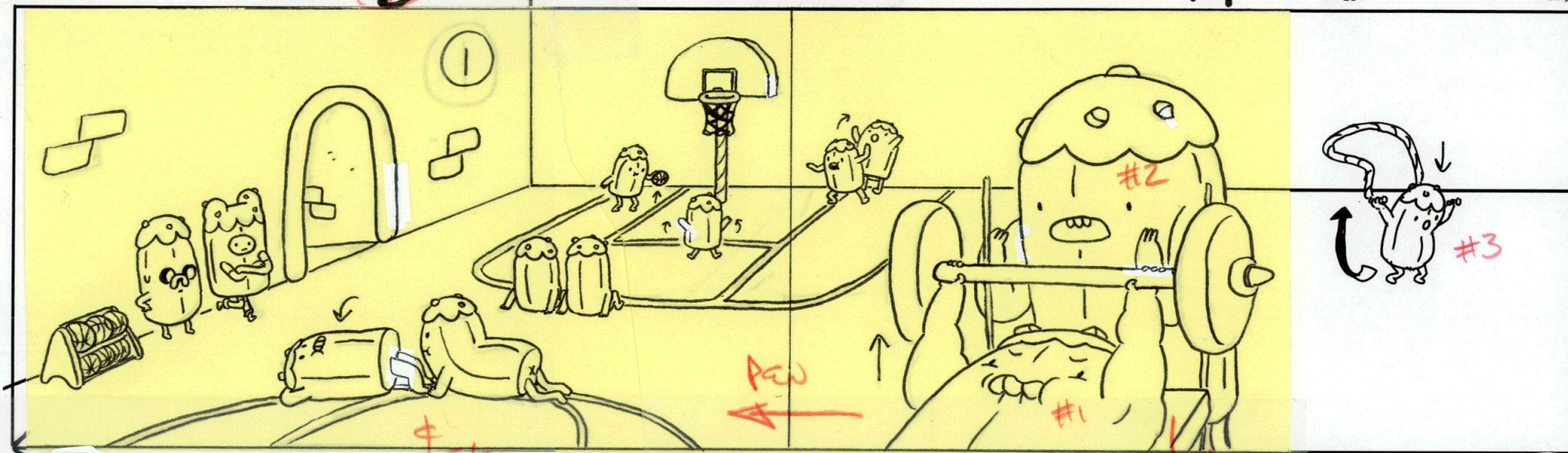
Bg

day night

A

Bg.

day night



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1034/233

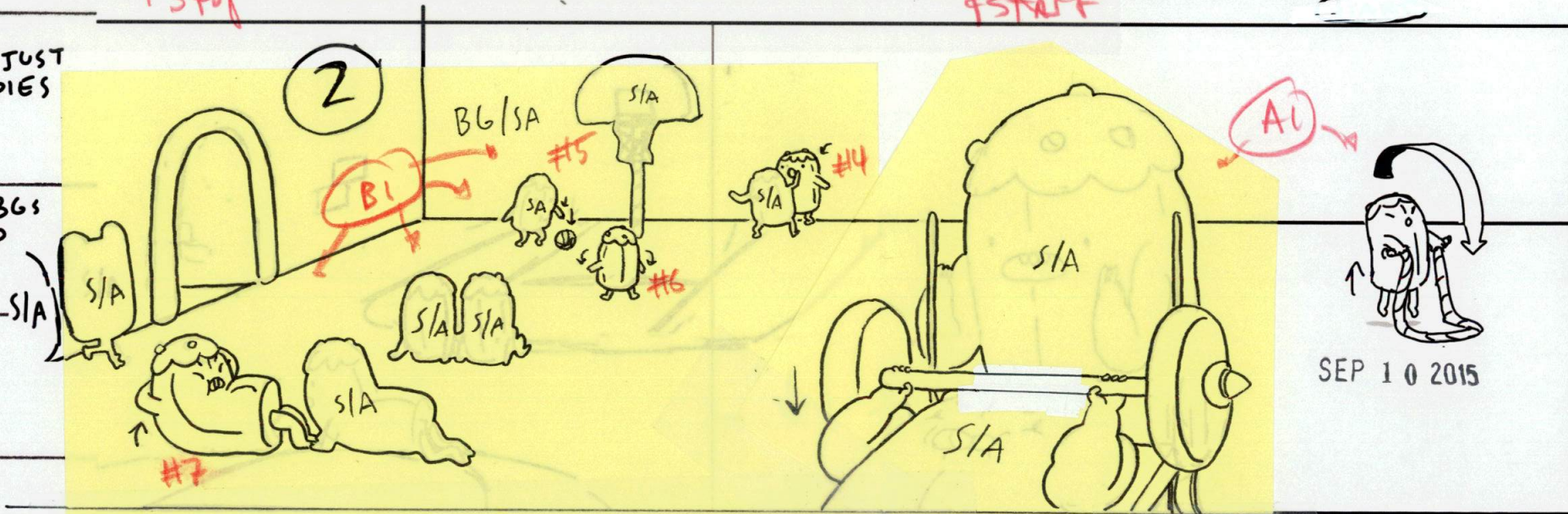
Dialog:

MUSCLES BG #1 : C'MON BRO, JUST 10 MORE REPPES

Action: - PAN LEFT AS BGs play B-ball, jump rope, lift weights, do crunches.

Timing:

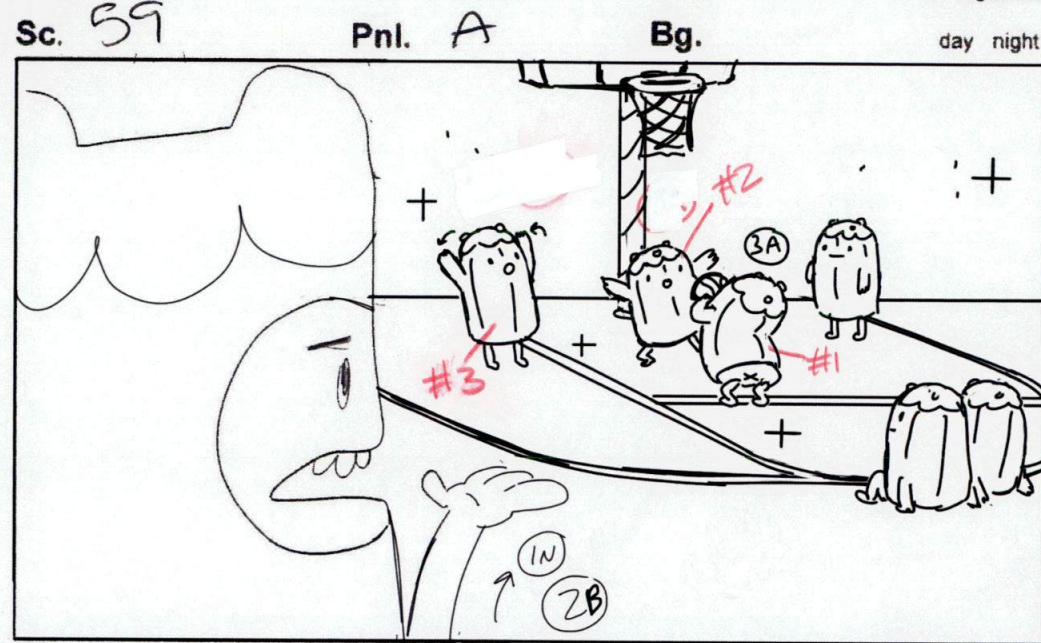
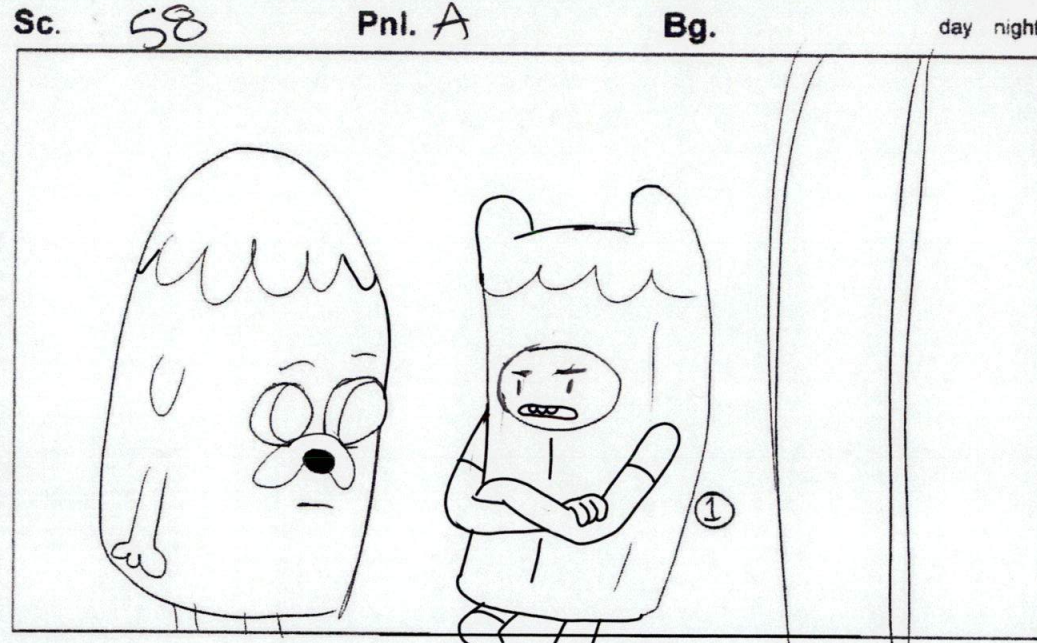
- CYCLE ACTION ① + ②



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ADVENTURE TIME



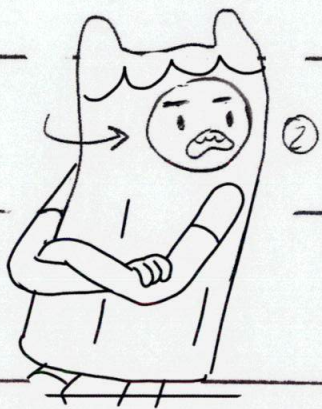
1034-233
EPISODE #

Dialog:

Action:

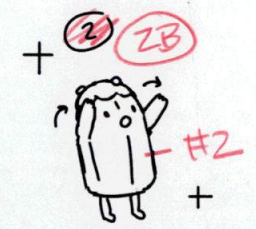
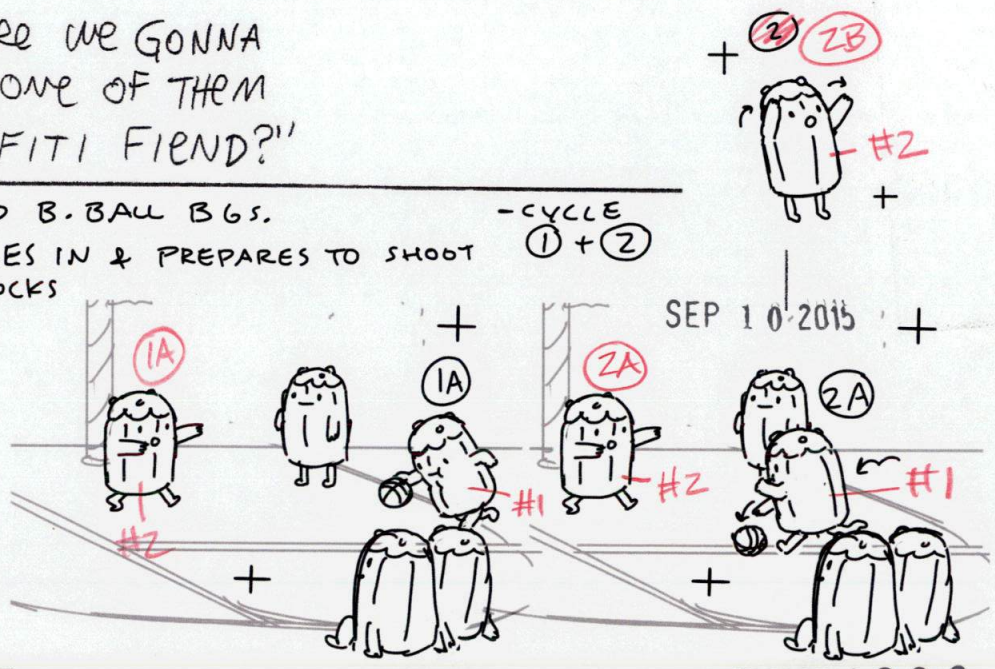
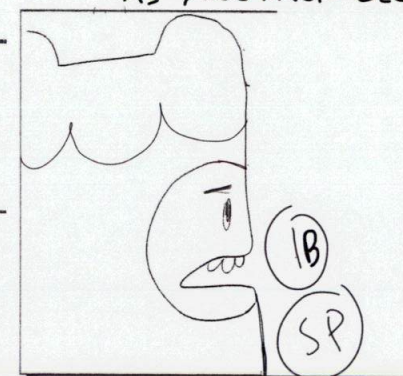
Timing:

F TURNS TO
LOOK O/S



① "HOW THE DONK ARE WE GONNA
FIND OUT WHICH ONE OF THEM
IS THE GRAFFITI FIEND?"

- F. GESTURES TO B. BALL BGS.
- ONE BG DRIBBLES IN & PREPARES TO SHOOT
AS ANOTHER BLOCKS



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ADVENTURE TIME

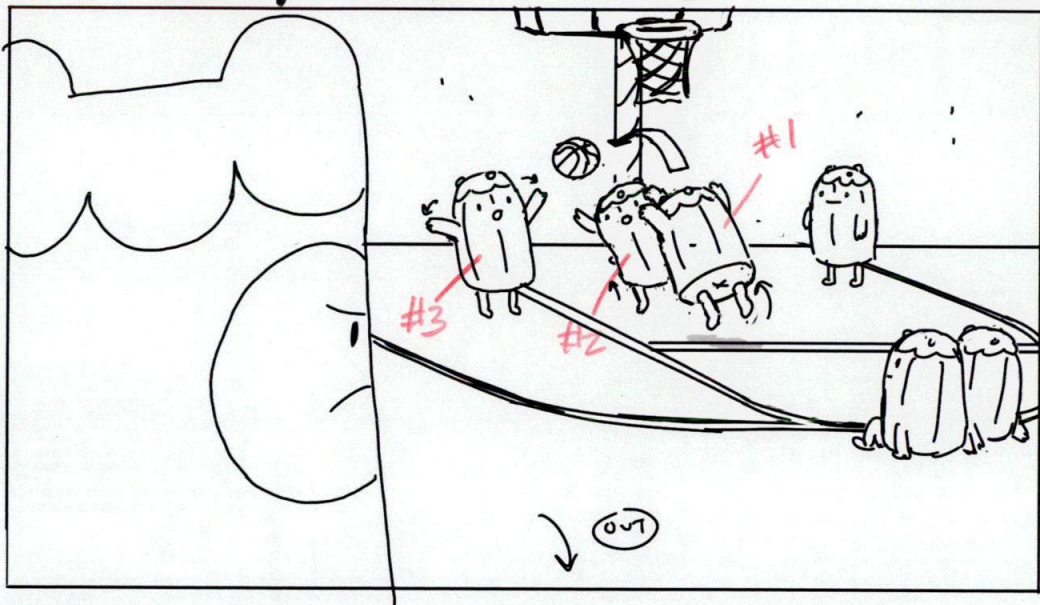


Page 85

Sc. 59 *CONT* Pnl. B

Bg.

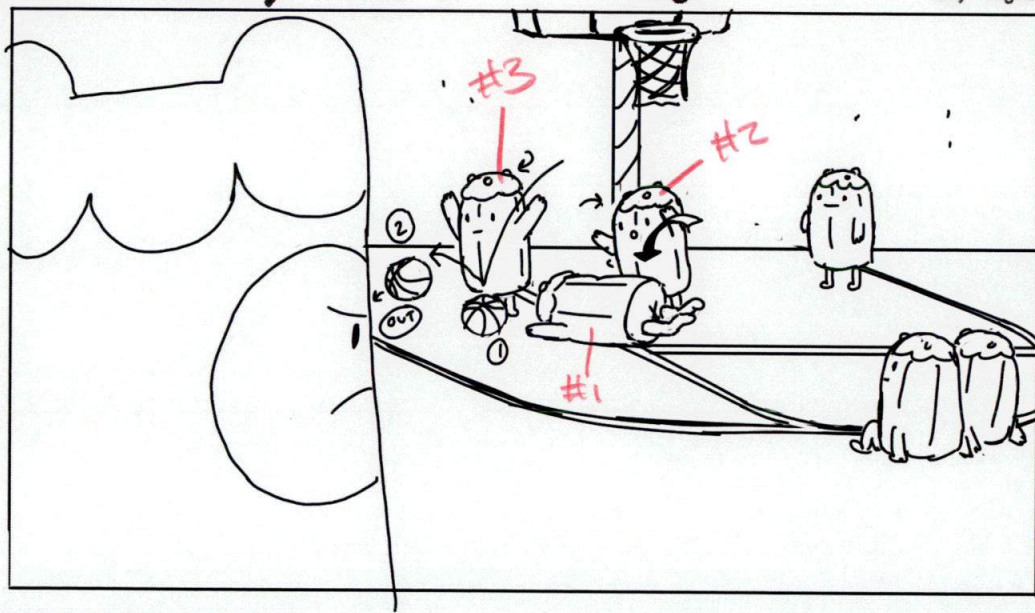
day night



Sc. 59 *CONT* Pnl. C

Bg.

day night



Dialog:

BG #1: "EHUH"

BG #1: "UNH"

Action:

- BG SHOOTS BALL BUT IT DOESNT GO FAR

- BG FALLS ON FACE,
BALL BOUNCES O/S

Timing:

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Production :

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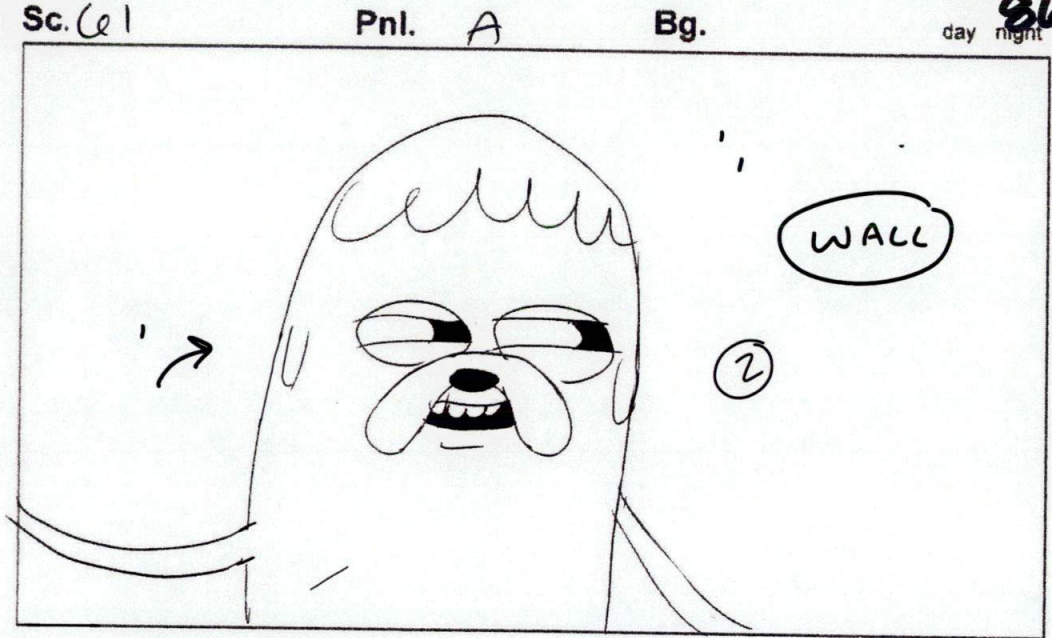
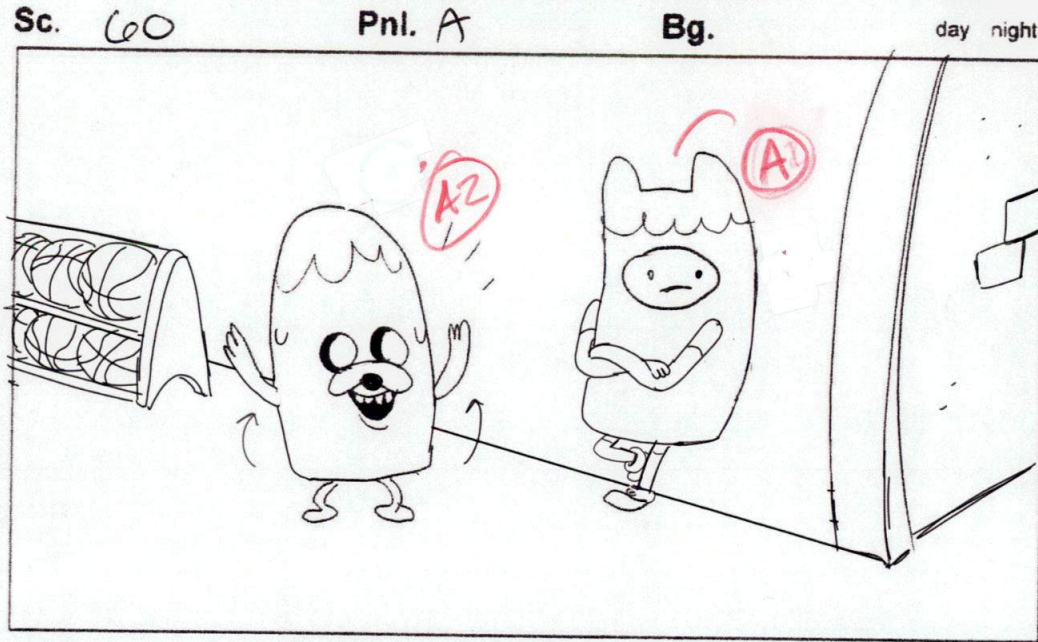
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ADVENTURE TIME



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BLANEX



EPISODE #

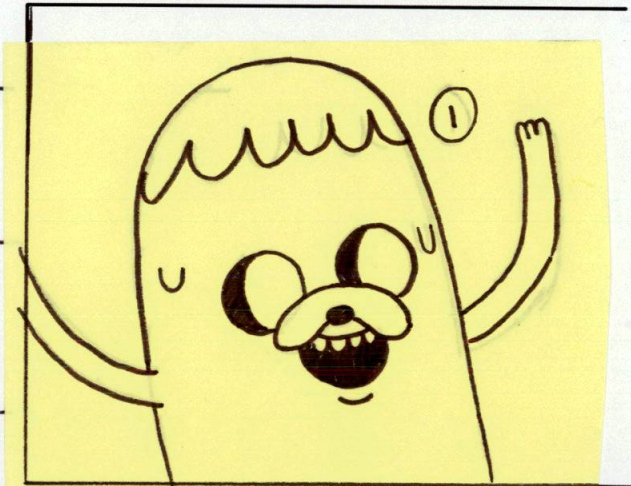
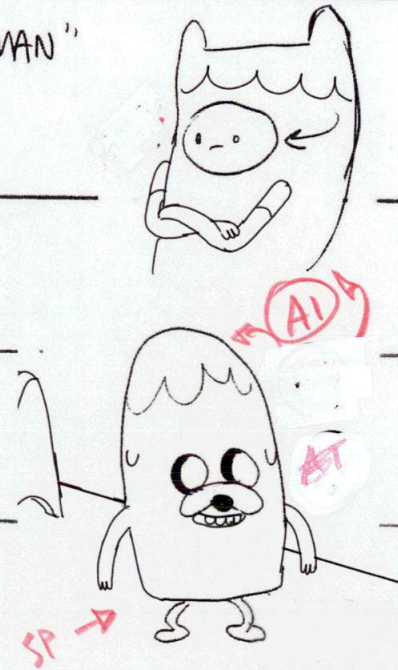
1034-233

1034/233

Dialog: J "THAT'S EASY, MAN"

Action: - F TURNS TO LOOK AT J

Timing:



① "WE'LL LURE HIM OUT OF HIDING WITH AN IRRESISTIBLE TEMPTATION..."

- TAKE BUNNY HAND COMES IN -
*BUNNY POSES ON PG. 86A

SEP 10 2015

Production :

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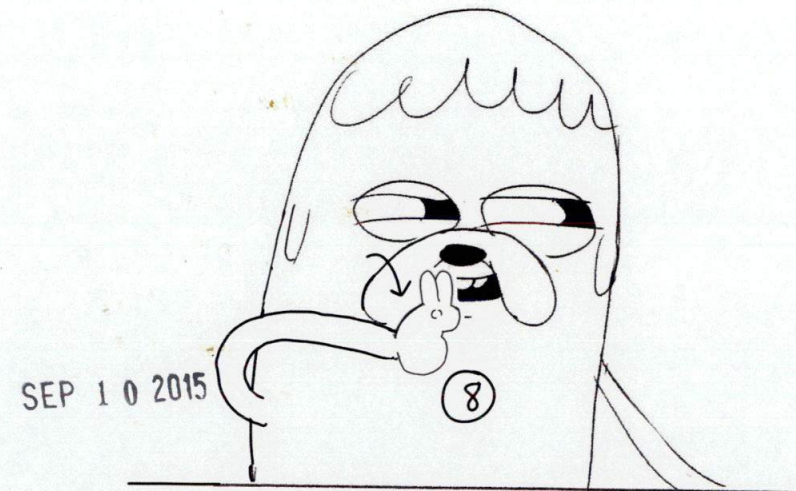
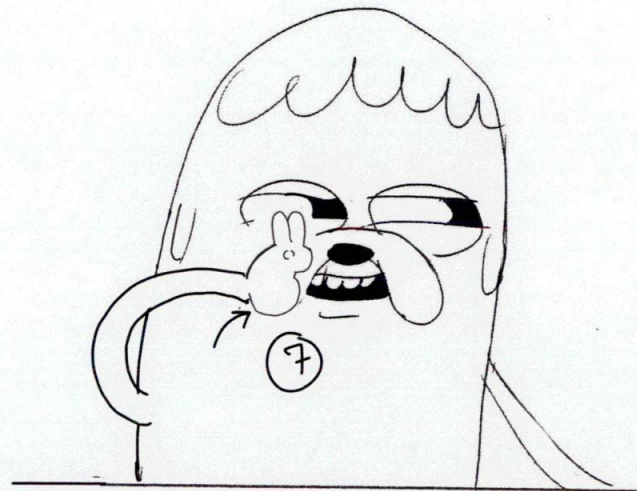
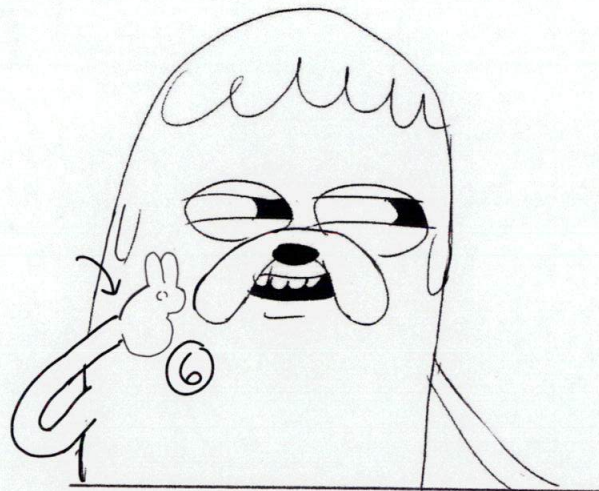
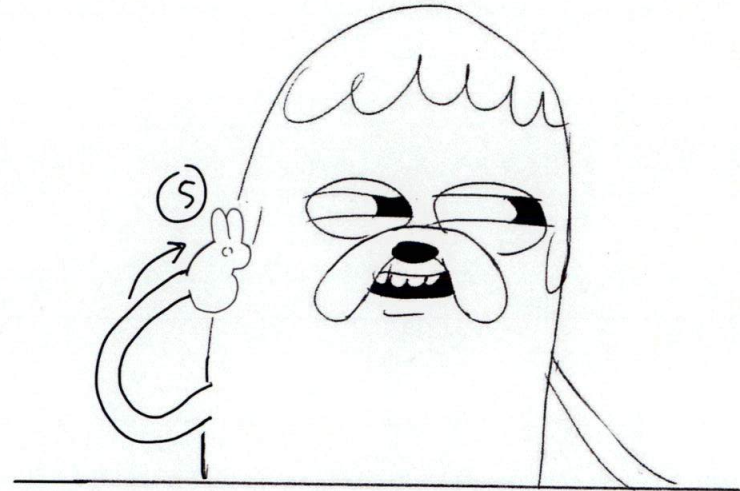
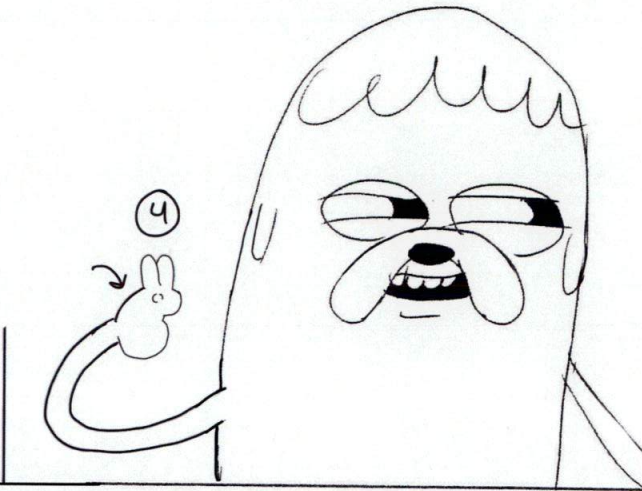
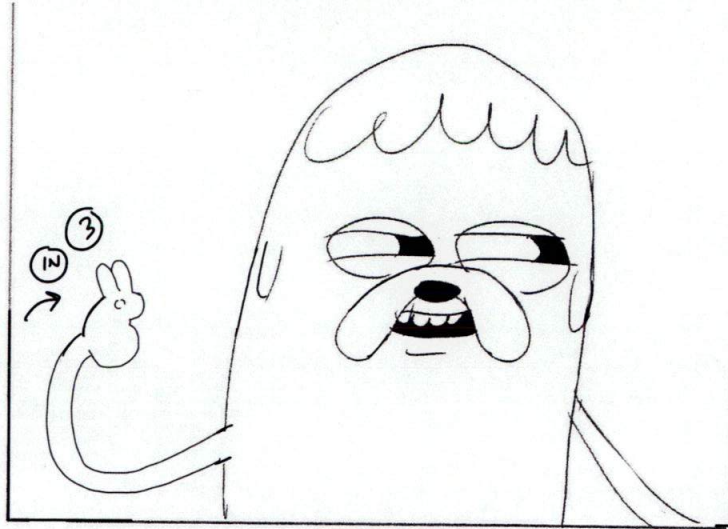
1034/233

ADVENTURE TIME



sc. 61 CONT

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87 NEXT



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1034/233

1034/233

ADVENTURE TIME

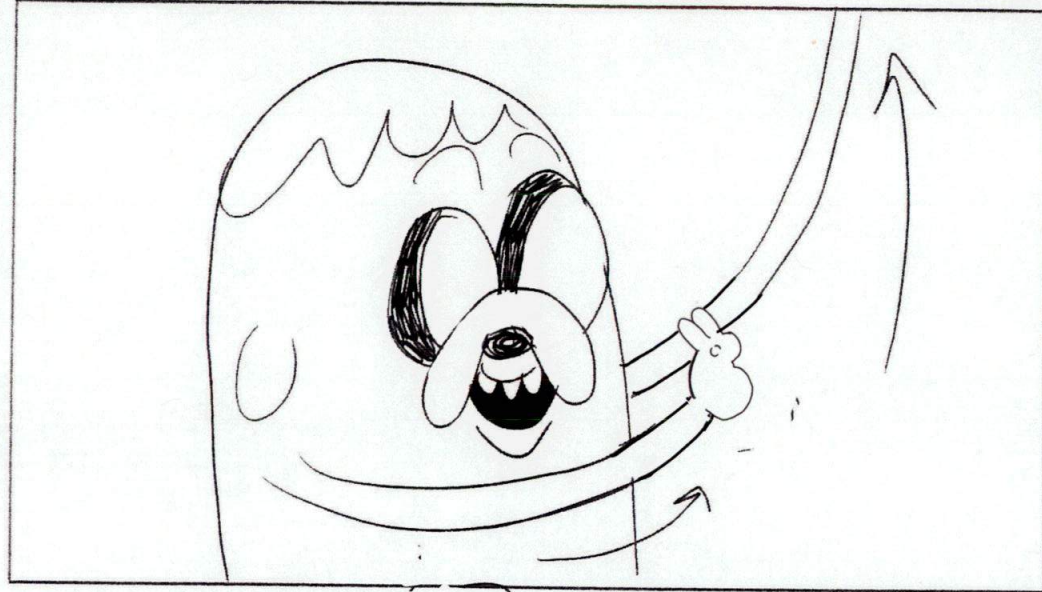


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Sc. 61 *CONT* Pnl. B

Bg.

day night

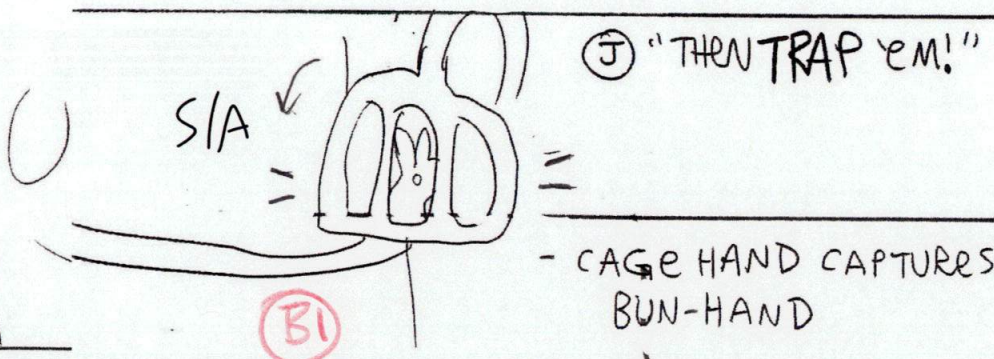
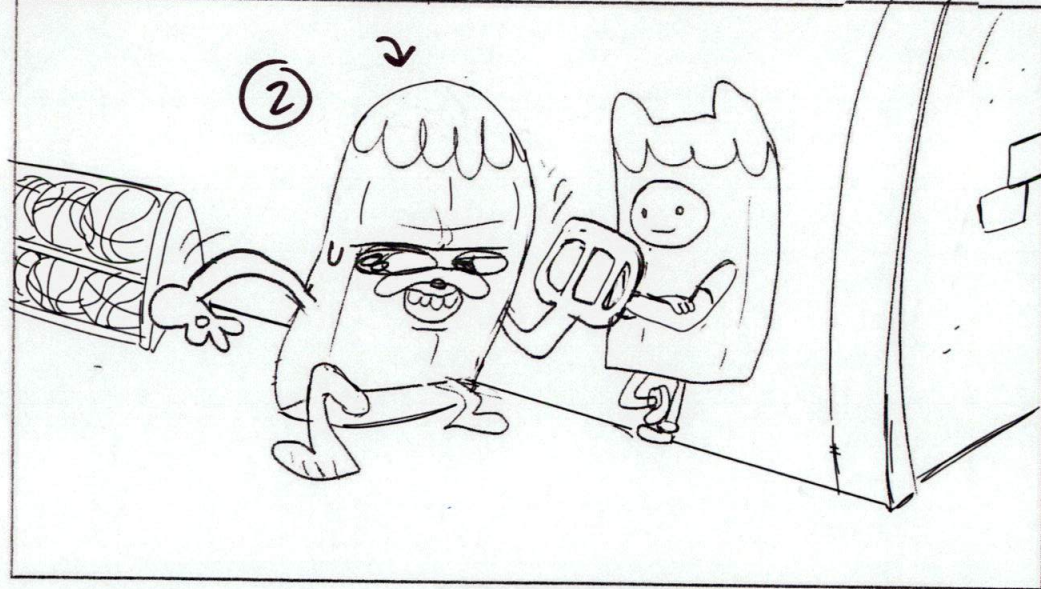


Sc. 62

Pnl. A

Bg.

day night



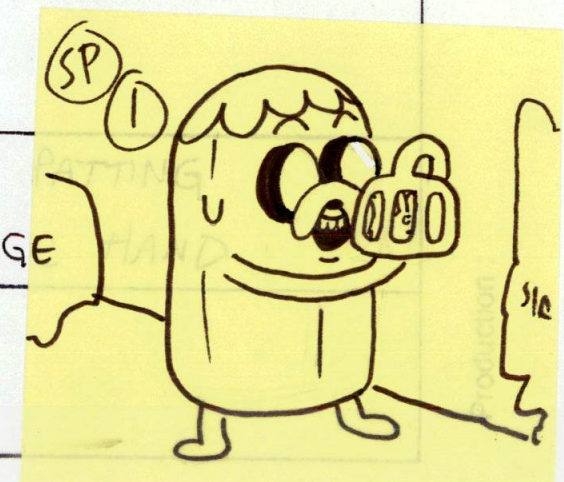
Ⓜ "THEN TRAP 'EM!"

- CAGE HAND CAPTURES BUN-HAND

Ⓜ "WATCH AND LEARN, ROOKIE..."

- J MOSEYS OUT, PATTING F'S CHEST W/ CAGE HAND.

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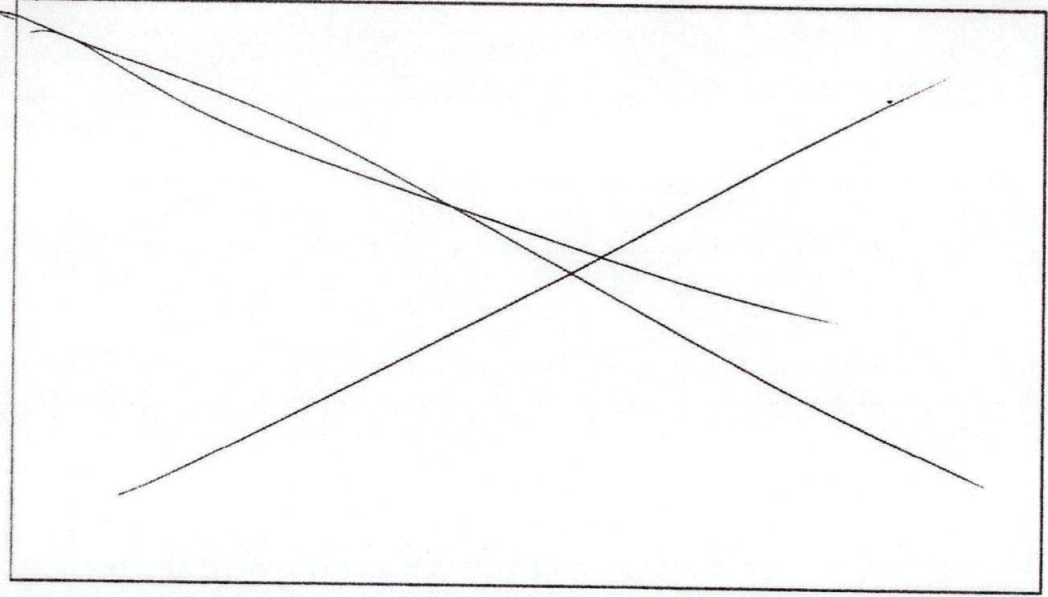
ADVENTURE TIME



Sc. 62 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: ① (CHUMMY) <u>YOU'RE A ROOKIE</u> "	
Action:	<ul style="list-style-type: none">• JAKE MOSEYS OUT• FINN WATCHES
Timing:	SEP 10 2015

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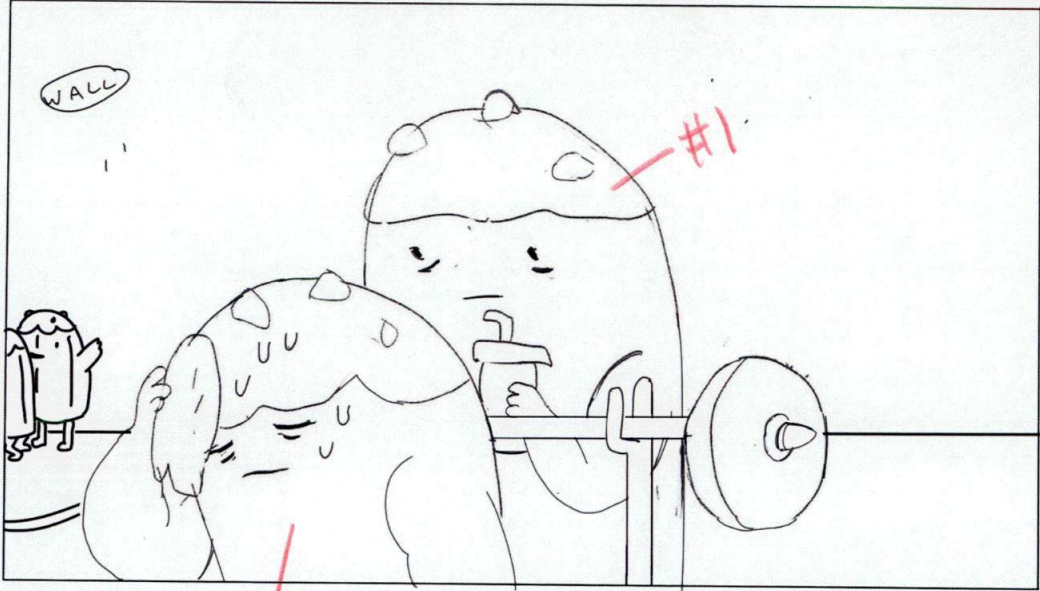
Page 89

Sc. 63

Pnl. A

Bg.

day night

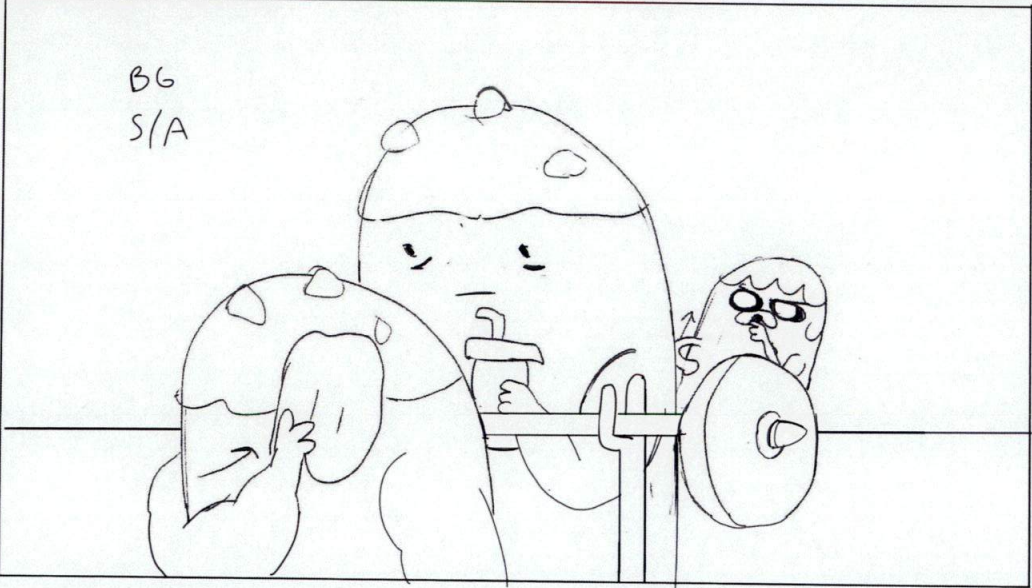


Sc. 63 cont

Pnl. B

Bg.

day night

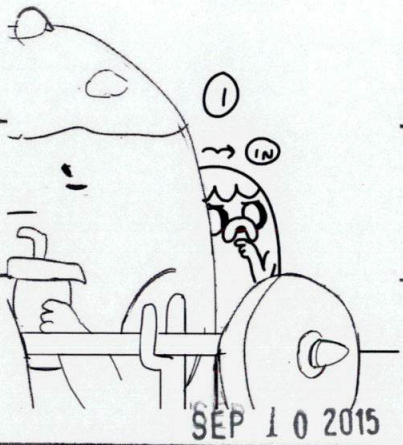


Dial

Action

Time

= MBG WIPES SWEAT, OTHER WATCHES
- J WALKS AROUND THEM, STOPS
& thinks.



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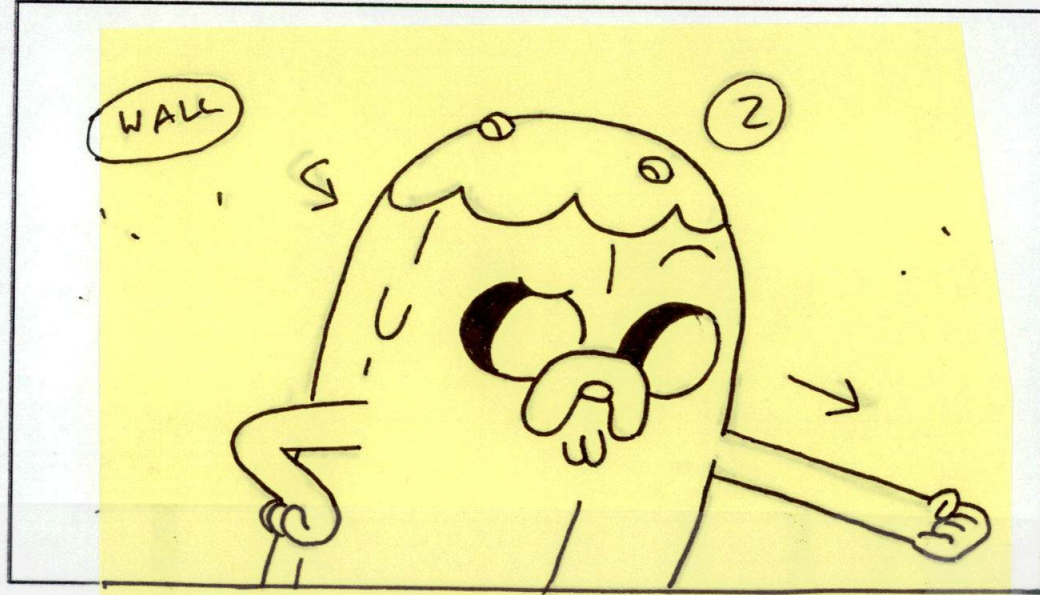
Page 90
day night

Sc. 64

Pnl. A

Bg.

day night



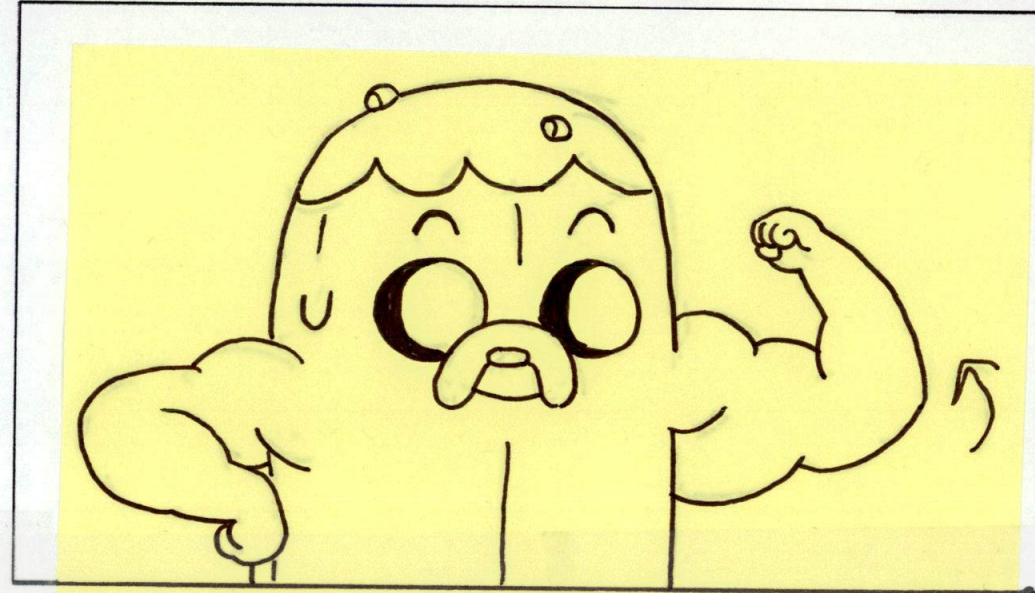
Sc. 64

CONT

Pnl. B

Bg.

day night



Dialog:

Action: - J. looks
at small arms

Timing:



SFX: = PHOOMP =

- J BEEFS 'EM UP!

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ADVENTURE TIME



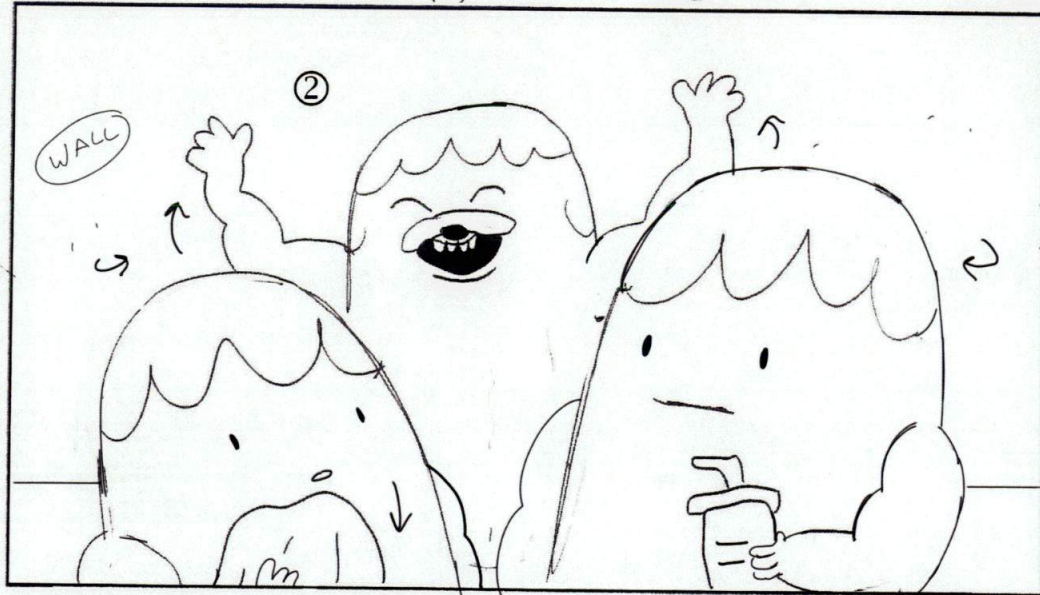
Page 91

Sc. 65

Pnl. A

Bg.

day night



Sc. 65 cont

Pnl. B

Bg.

day night



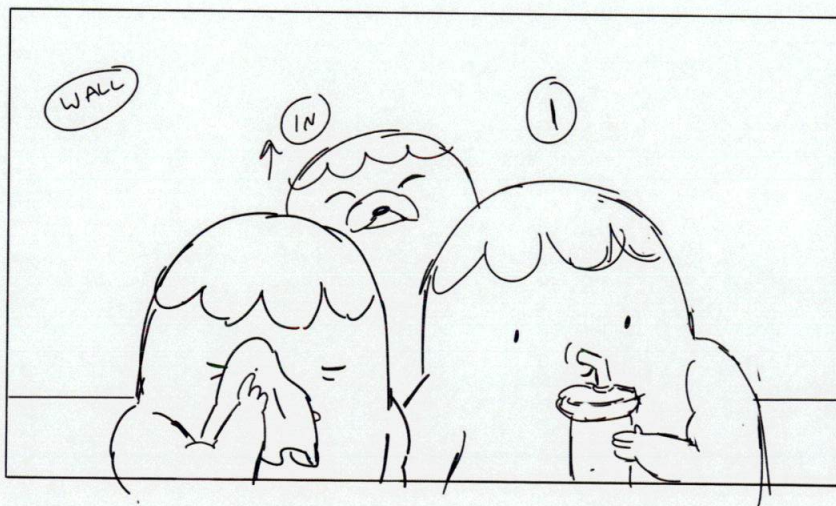
Dialog:

J/ Good sesh bro!

Action:

- J. RISES UP

Timing:



- LEANS IN, SLAPS THE MBG BACKS, BOTH SURPRISED

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ADVENTURE TIME



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Sc. 65 *cont* Pnl. C

Bg.

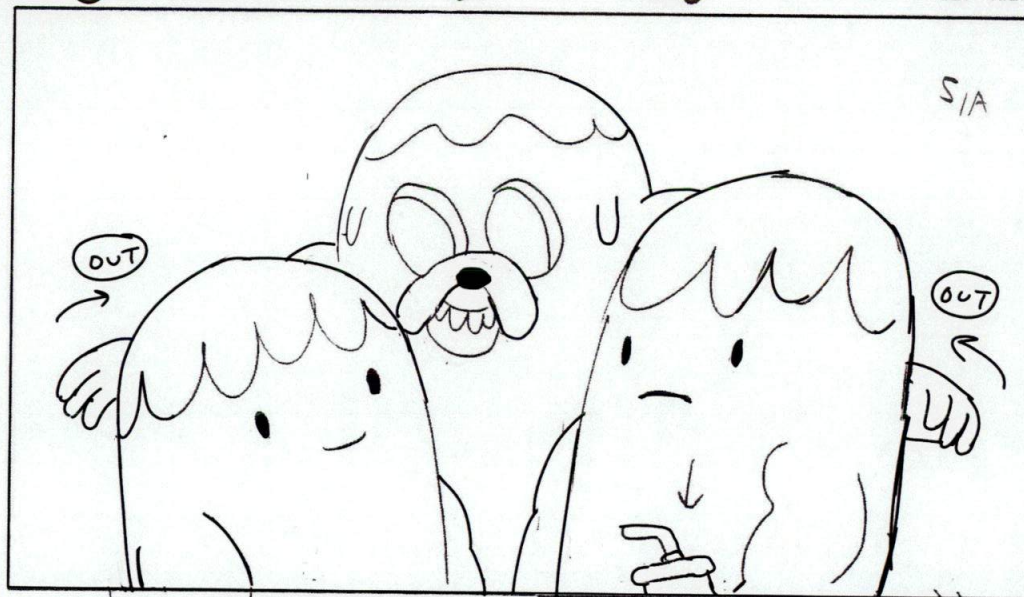
day night



Sc. 65 *cont* Pnl. D

Bq.

day night



Dialog:

Action: - J ARMS AROUND MBG's,
Both lower their held objects

Timing:

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ADVENTURE TIME

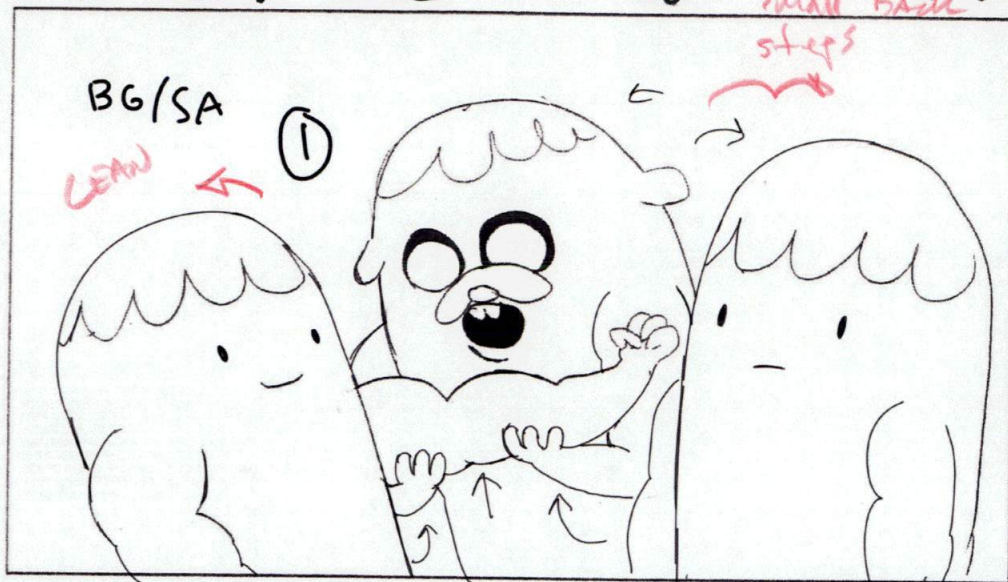


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Sc. 65 CONT Pnl. E

Bg.

day night

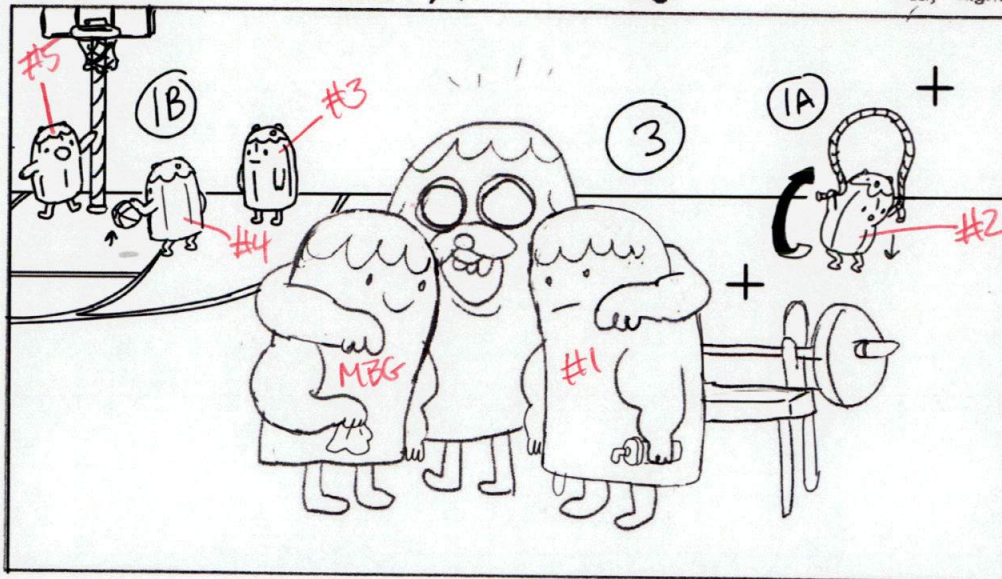


Sc. 66

Pnl. A

Bg.

day night



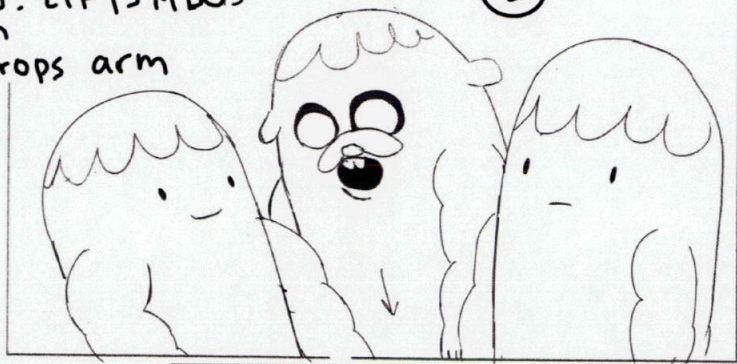
Dialog:

J/ Yeah brothers!

- J. LIFTS MBG's

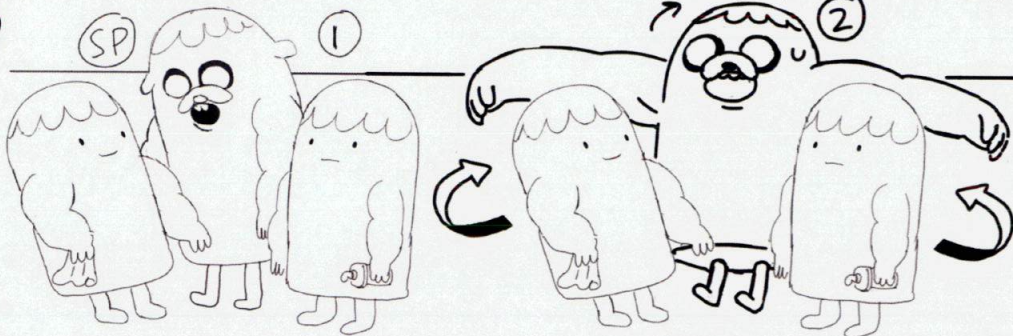
arm
Action: - drops arm

Timing:



① WE'RE ALL BROTHERS, YOU KNOW?
FIGHTIN' CRIMES + MAKIN' RHYMES,
RIGHT?

- J. PUTS HIS ARMS AROUND MBG'S
JUMPING w/ → CYCLE ①A + ②A, CYCLE ①B + ②B



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ADVENTURE TIME



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94A NEXT
day night

Sc. 66 cont

Pnl. B

Bg.

day night

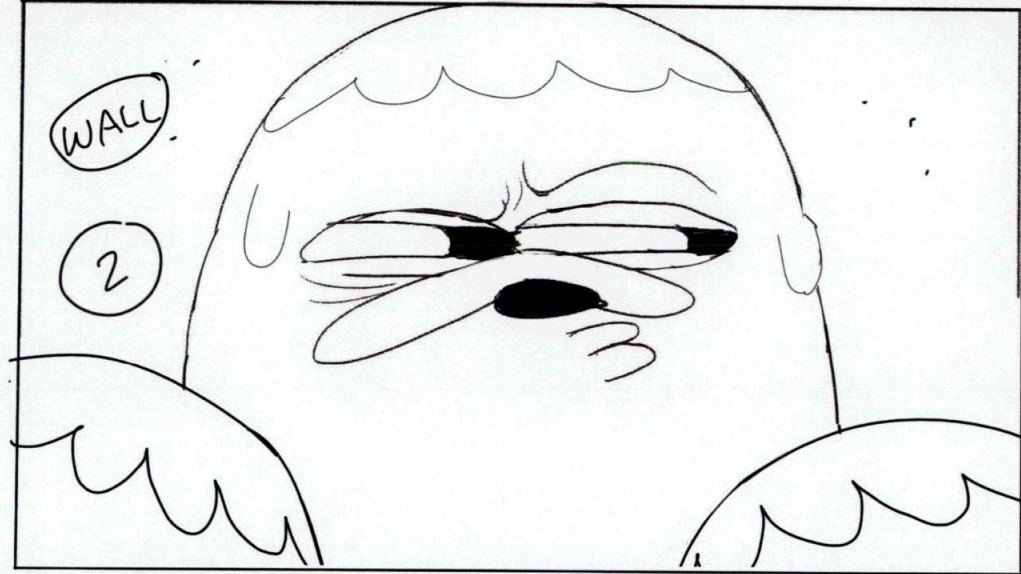
S/A



Sc. 67

Pnl. A

Bg.



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Dialog:

⑤ 'HA HA HA'



Action:

- J'S ARM PUMP UP A BIT AS HE LAUGHS

- J LOOKS AROUND CAUTIOUSLY,

Timing:

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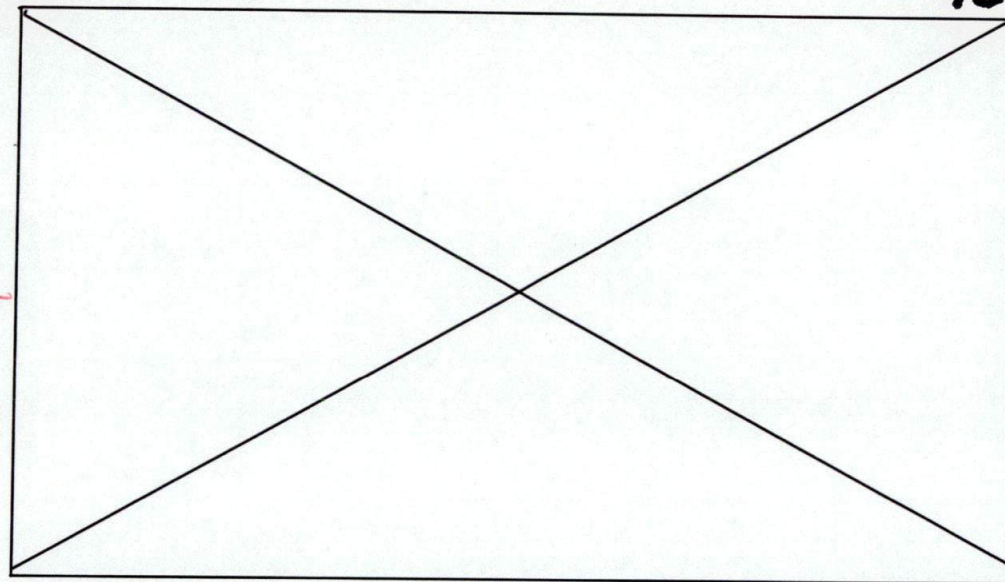
Page 94A

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Sc. 67 CONT Pnl. B

Bg.

day night



- JAKE'S FACE SHRINKS DOWN + TRAVELS DOWN HIS BODY
- MBGS FOLLOW W/EYES
- PAN DOWN W/JAKE'S FACE

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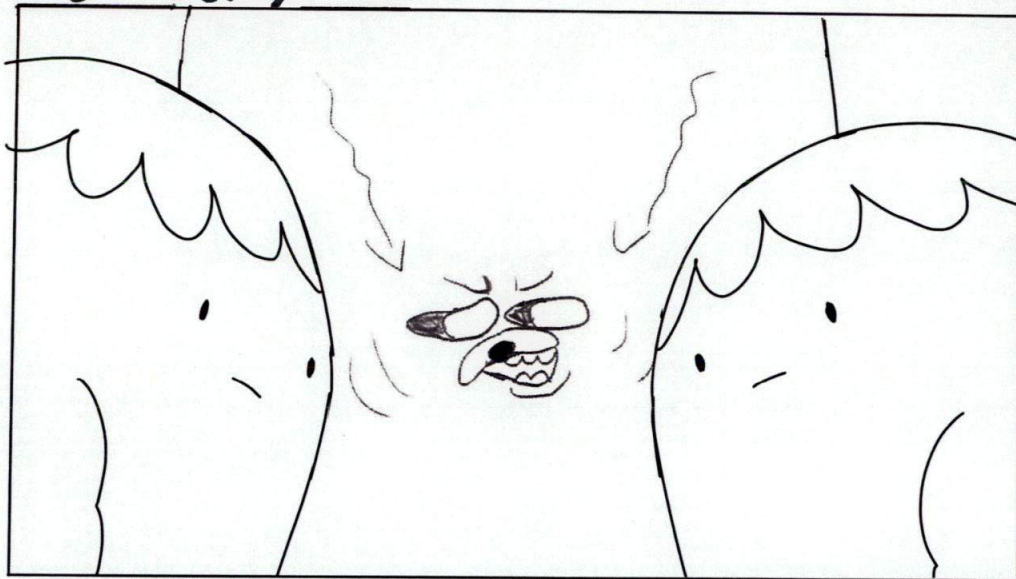
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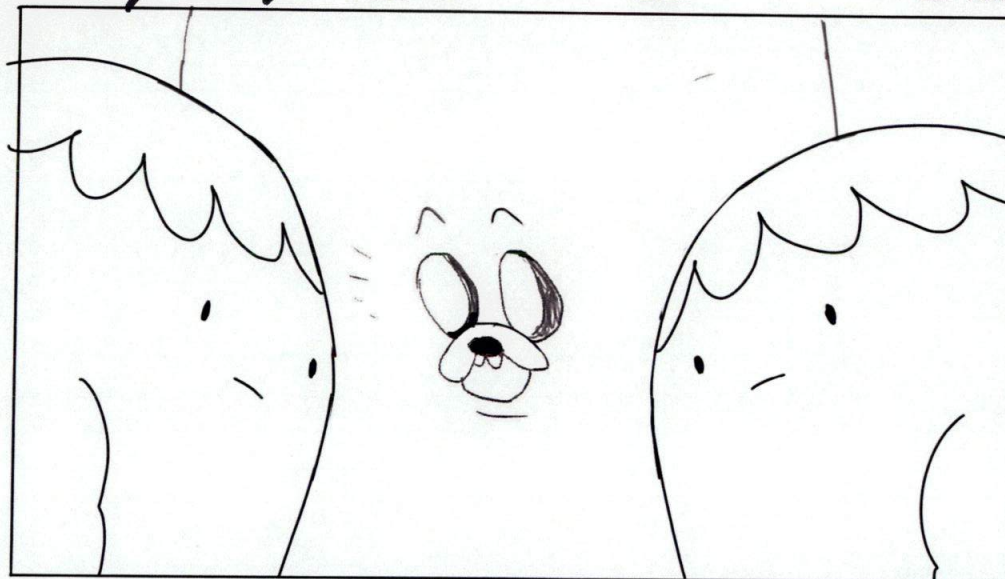
Sc. 67 cont Pnl. C



Sc. 67 cont Pnl. D

Ba.

day night



Dialog:

(J) BUUUUUUT... --

(J) ALSO!..

Action:

Timing:

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ADVENTURE TIME



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day night

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Sc. 67 cont Pnl. E Bg. day night

Sc. Pnl. Bg. day night

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Dialog:	(J) HOW ABOUT MAKING A LITTLE CRIME OURSELVES, RIGHT?
Action:	
Timing:	

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Production :

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ADVENTURE TIME

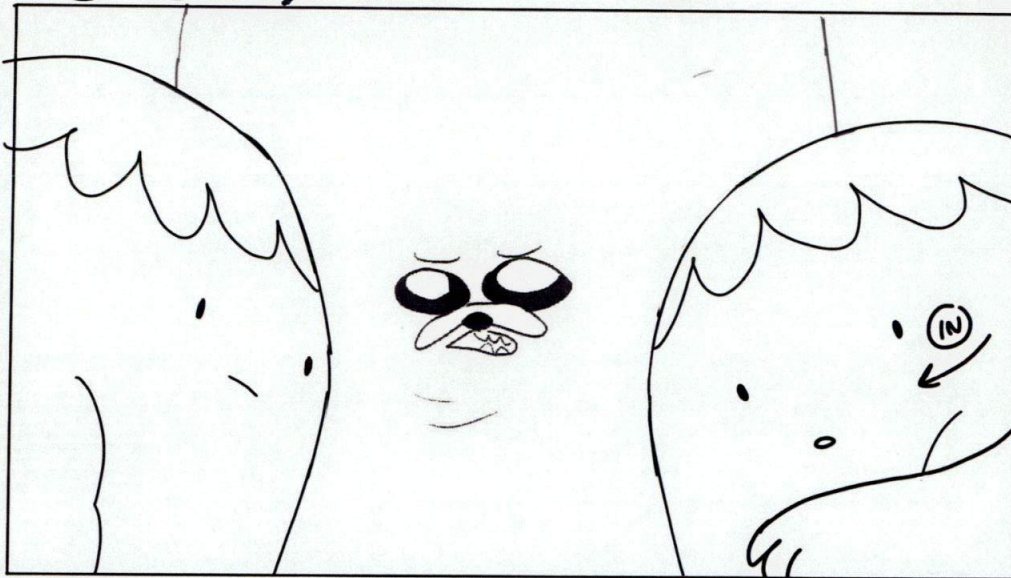


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Sc. 67 *CONT* Pnl. F

Bq.

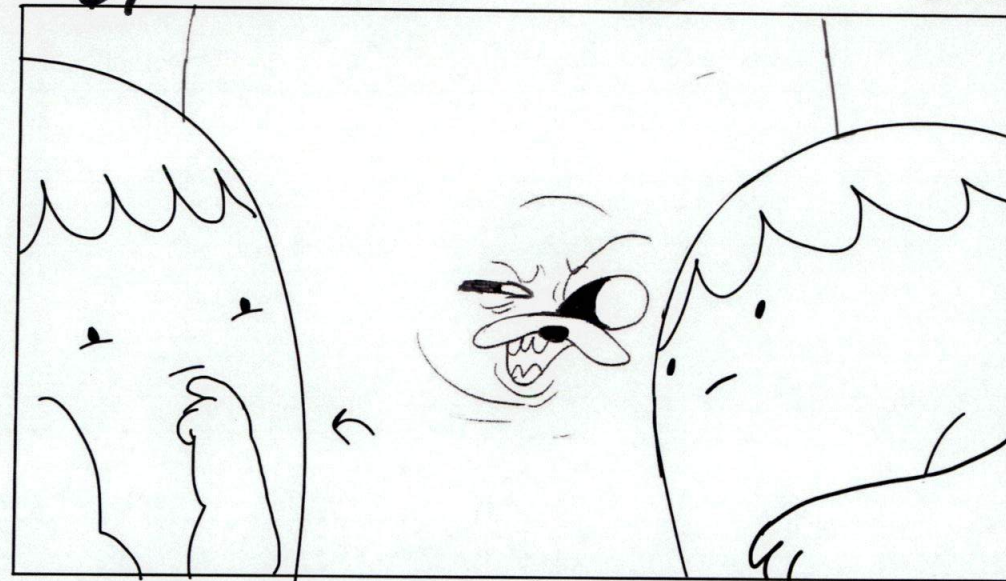
day night



Sc. 67 *CONT* Pnl G

Bq.

day night



Dialog: ① I MEAN, HOW DO WE KNOW ABOUT CRIME —

① - IF WE NEVER DONE ONE BEFORE?

Action:

J'S ARM COMES BACK IN / RIGHT MBG WATCHES IT

- LEFT MBG BRINGS HAND UP /
RMBG LOOKS AT J

Timing:

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ADVENTURE TIME

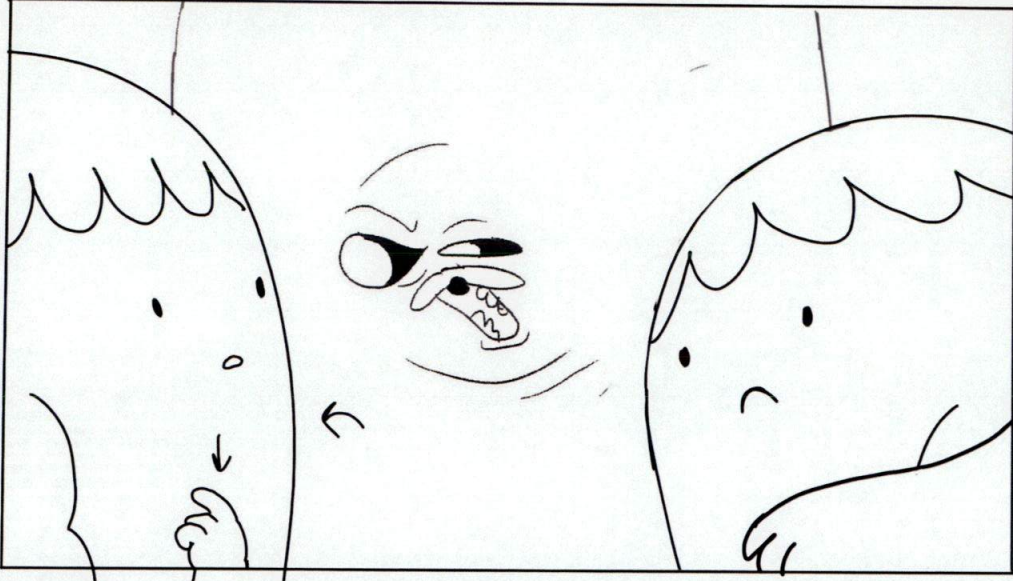


Page 98

Sc. 67 *cont* Pnl. H

Ba.

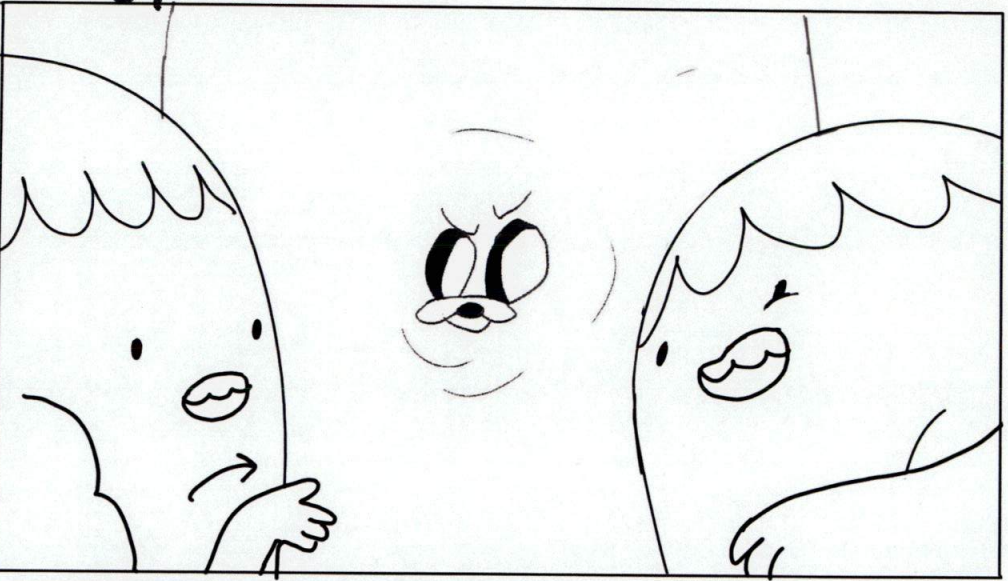
day night



Sc. 67 *cont* Pnl. I

Ba.

day night



Dialog:

① AM I RITE?

(MBG#1)

"THAT MAKES SENSE."

Action:

- LMBG HAND DROPS + LOCKS eyes w/ J

LMBG HAND FLIPS OUTWARD

Timing:

SEP 10 2015

EPISODE #

1034-233

Production :

1034/233

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ADVENTURE TIME



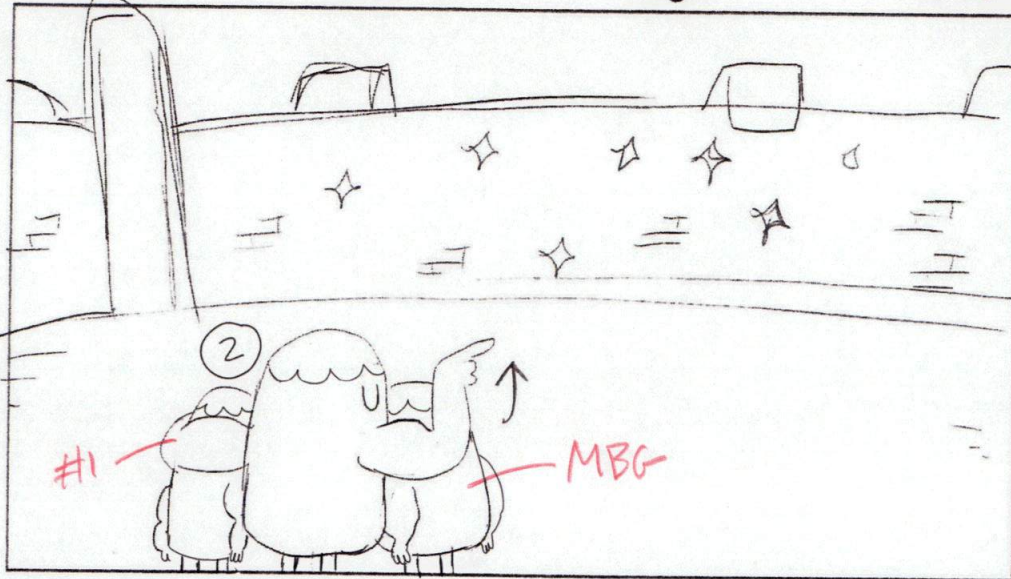
Page 99

Sc. 68

Pnl. A

Bg.

day night

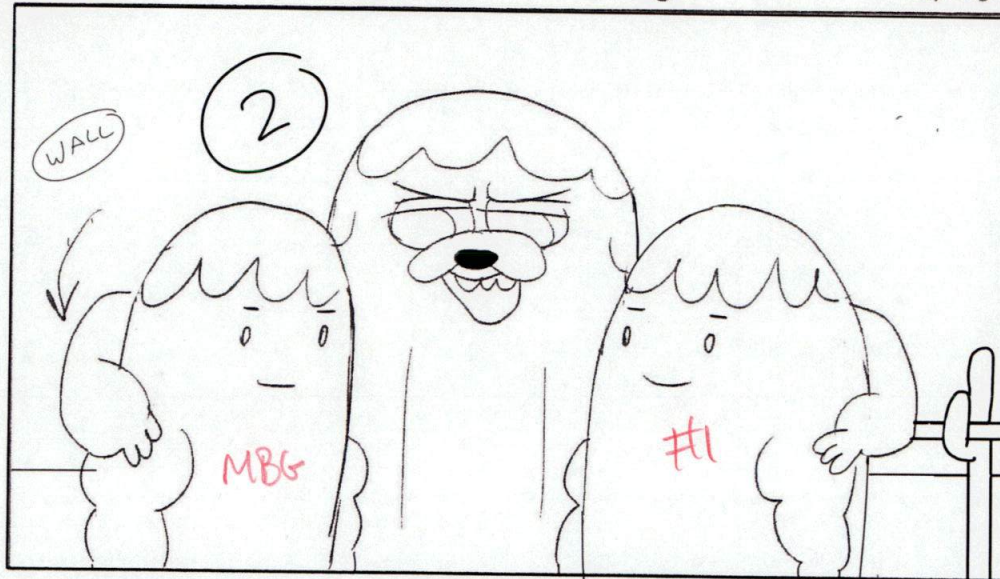


Sc. 69

Pnl. A

Bg.

day night



Dialog:

⑤ WHY DON'T WE MEET OVER BY THAT BIG BLANK WALL LATER TONIGHT.

⑤

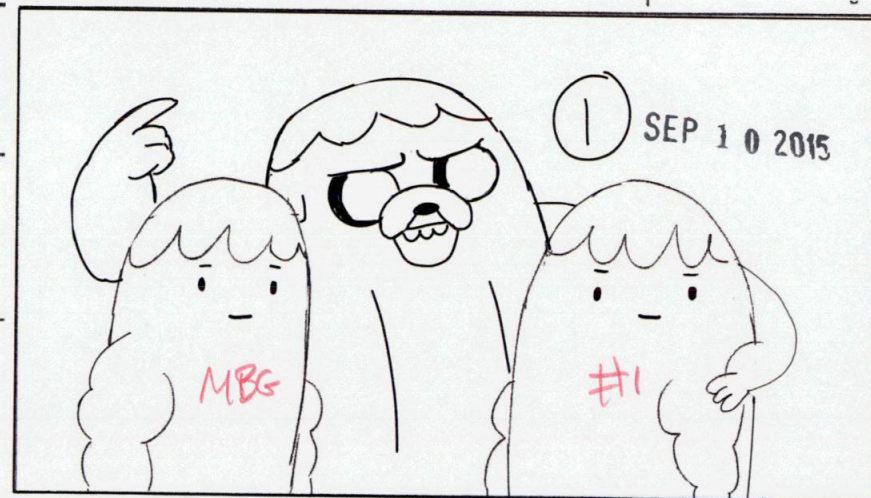
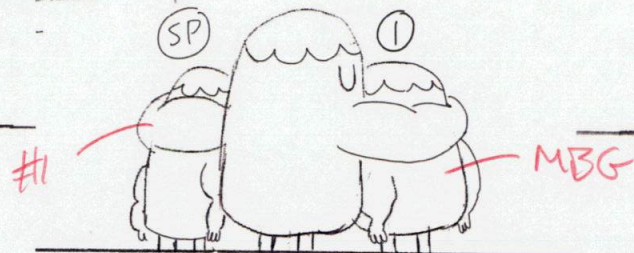
WE'LL BRING A LITTLE PAINT AND SEE WHERE THINGS GO FROM THERE, EH?

Action:

J POINTS TO WALL,
WALL SPARKLES IN RESPONSE

-J PATS HIS POINTIN'
HAND BACK DOWN ON
LMBG

Timin--



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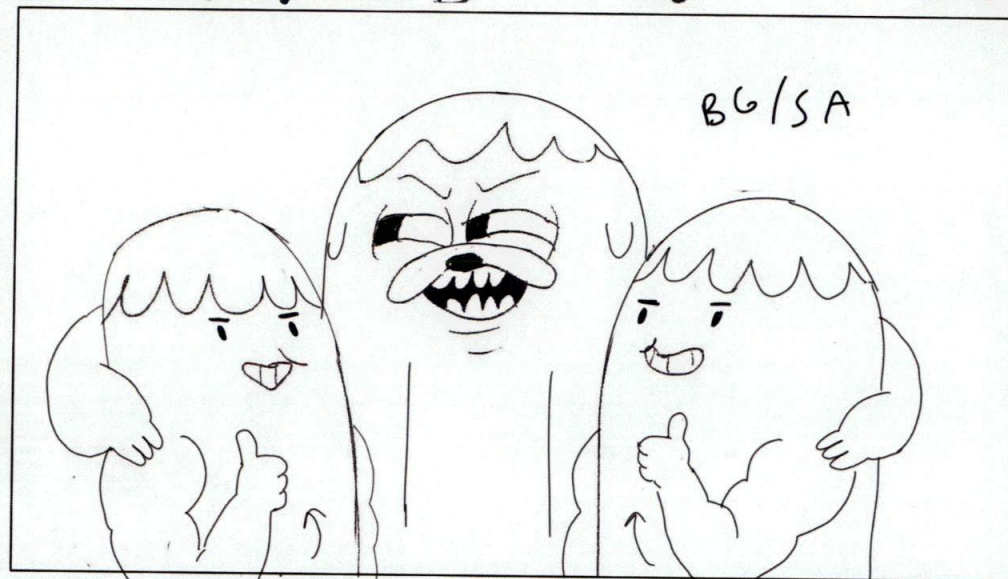


Page 100

Sc. 69 *cont* Pnl. B

Bg.

day night

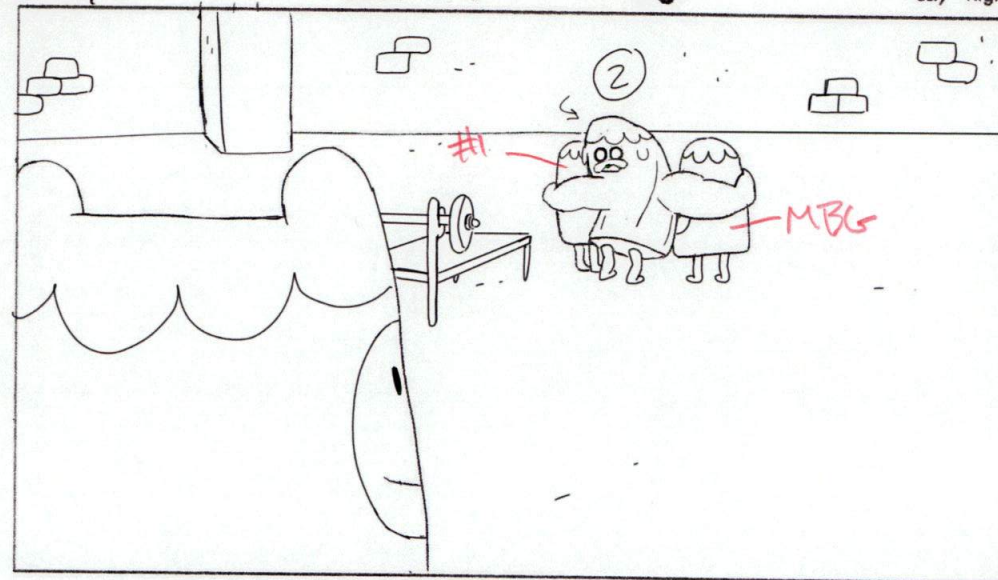


Sc. 70

Pnl. A

Bg.

day night

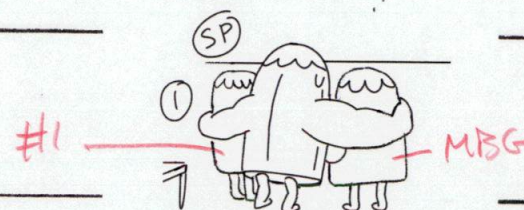


Dialog: ① HeH, HeH, HeH

Action: - BOTH MBGs GIVE A THUMBS UP

- J TURNS HEAD TO LOOK AT FINN

Timing:



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ADVENTURE TIME

NO SC 71



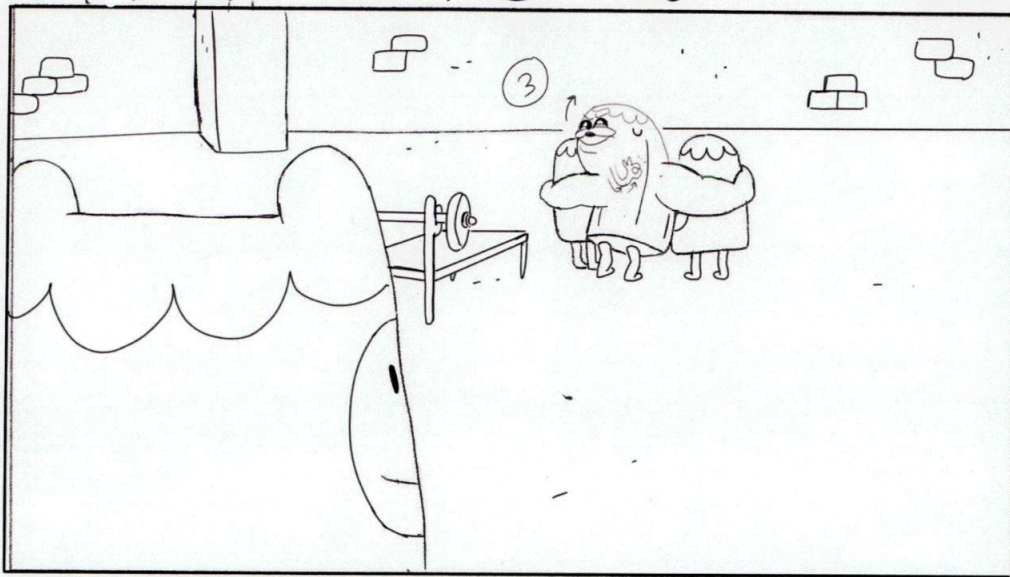
Page 101

Sc. 70 cont

Pnl. B

Bg.

day night

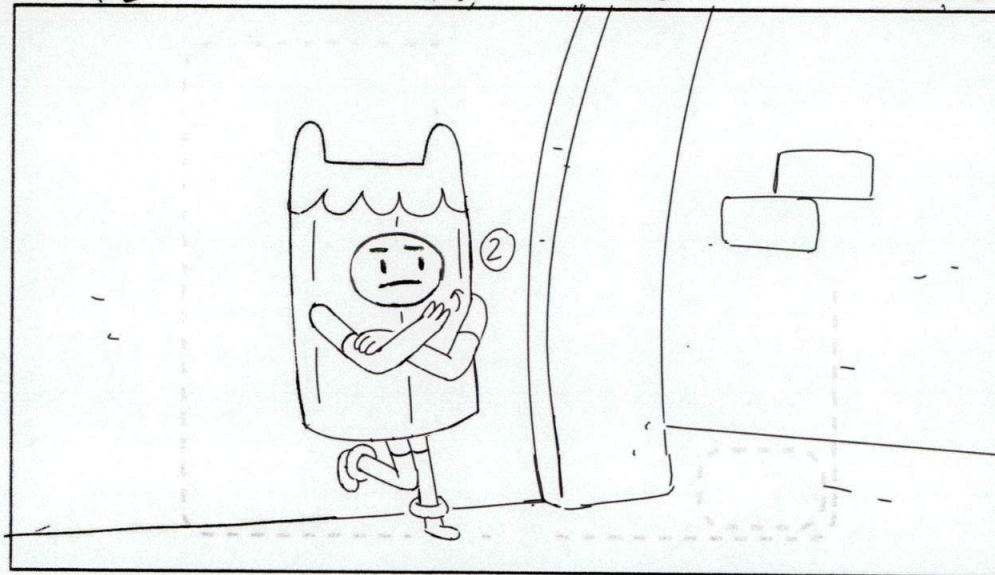


Sc. 72

Pnl. A

Bg.

day night



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1034-233

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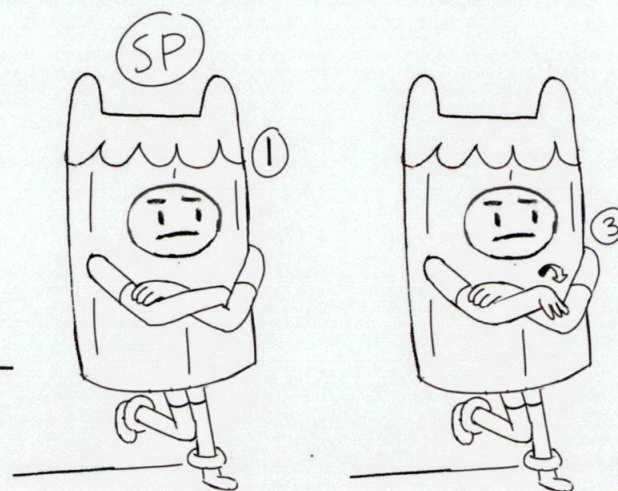
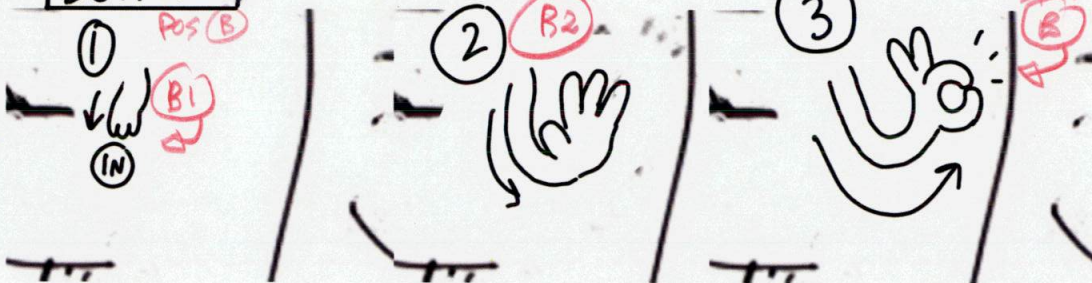
Dialog:

- F SILENTLY WAVES HIS HAND IN RESPONSE, LIKE "OH SHOO... YOU!"

Action:

- J SMILES REAL BIG + ANOTHER HAND ~~POWS~~ OUT OF BACK TO GIVE "OK" GESTURE

DETAIL:



SEP 10 2015

Produc

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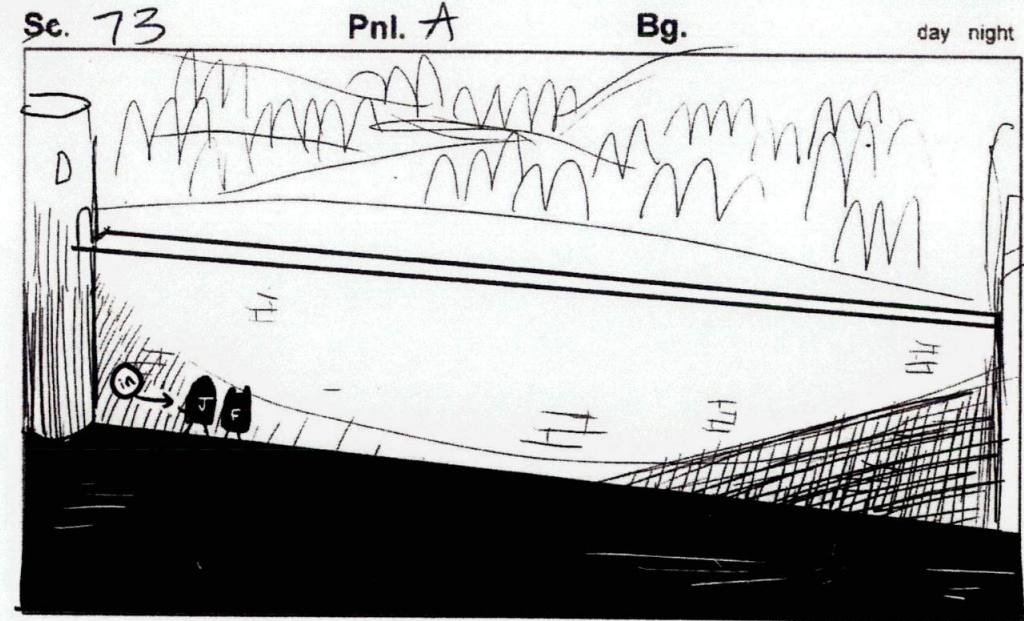
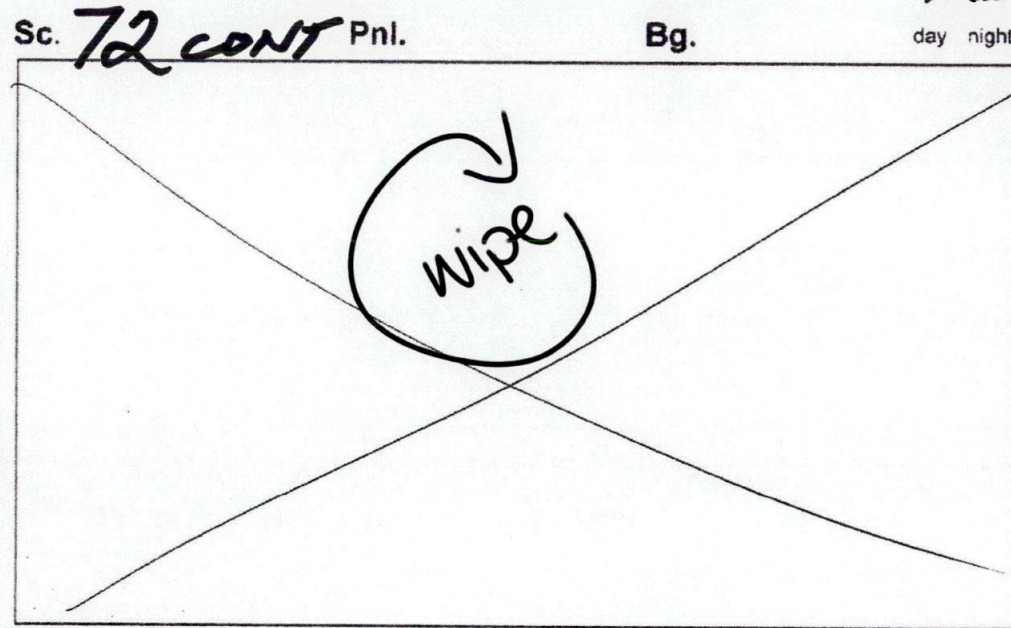
1034/233

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ADVENTURE TIME



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Dialog:

SFX CRICKETS! NIGHT! etc!

Action:

- F + J WALK UP TO BLANK NIGHT WALL

Timing:

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Production :

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ADVENTURE TIME



Page 103

Sc. 74

Pnl. A

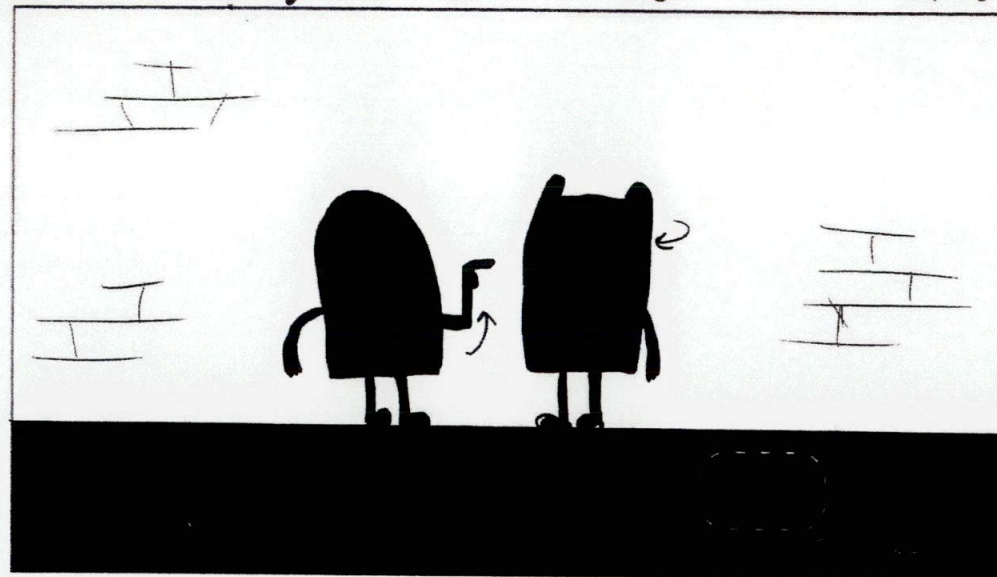
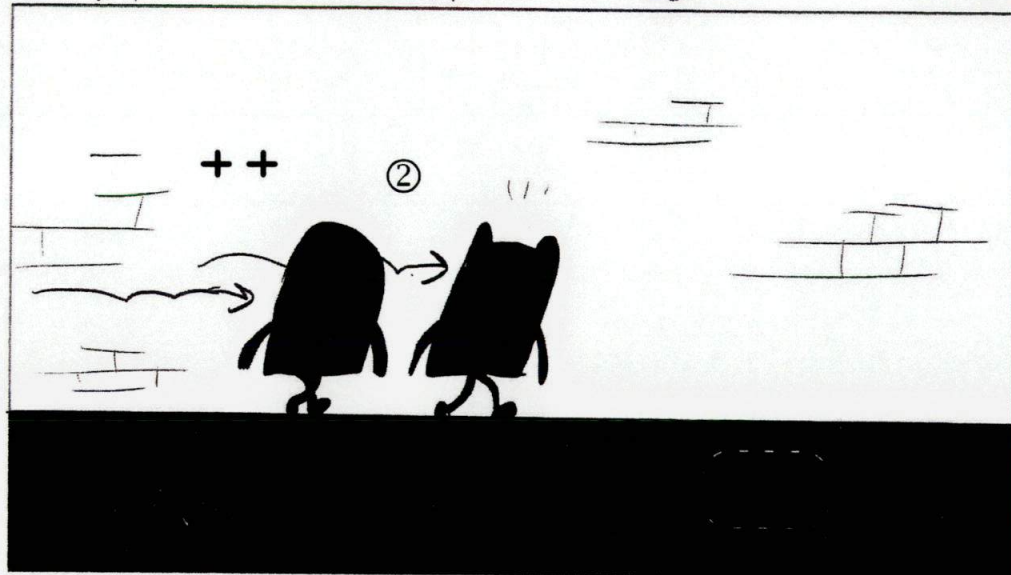
Bg.

day night

Sc. 74 *cont* Pnl. B

Bg.

day night



Dialog: (F) I DON'T SEE ANYBODY, JAKE.

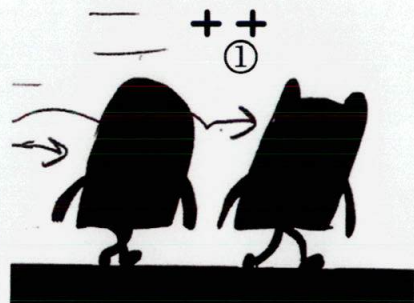
(J) THEY'LL BE HERE, DON'T WORRY NONE.

Action: - BOTH WALK IN FROM LEFT

- J POINTS AT FINN WHO TURNS TO LOOK AT JAKE.

Timing:

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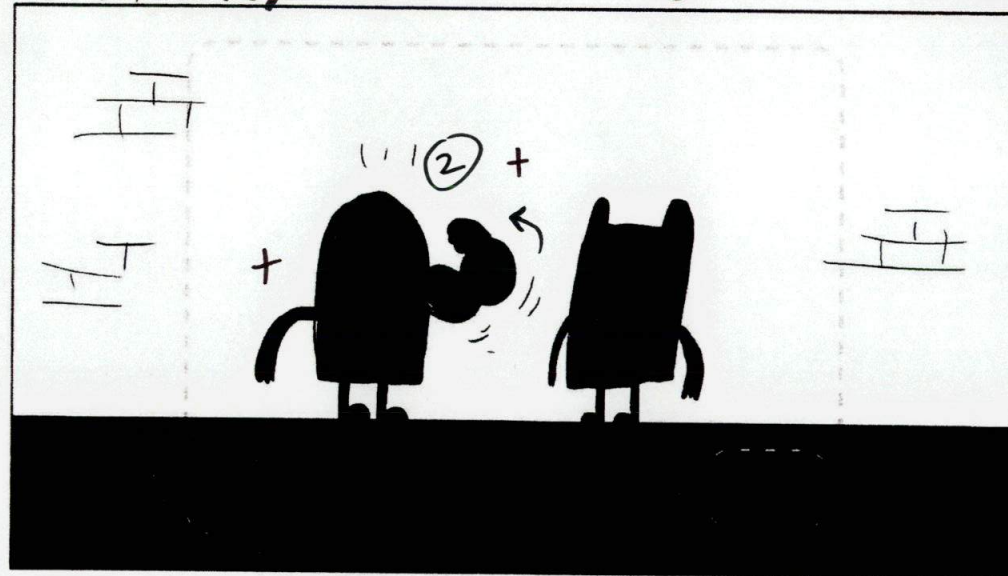


Page 104

Sc. 74 CONT Pnl. C

Bg.

day night

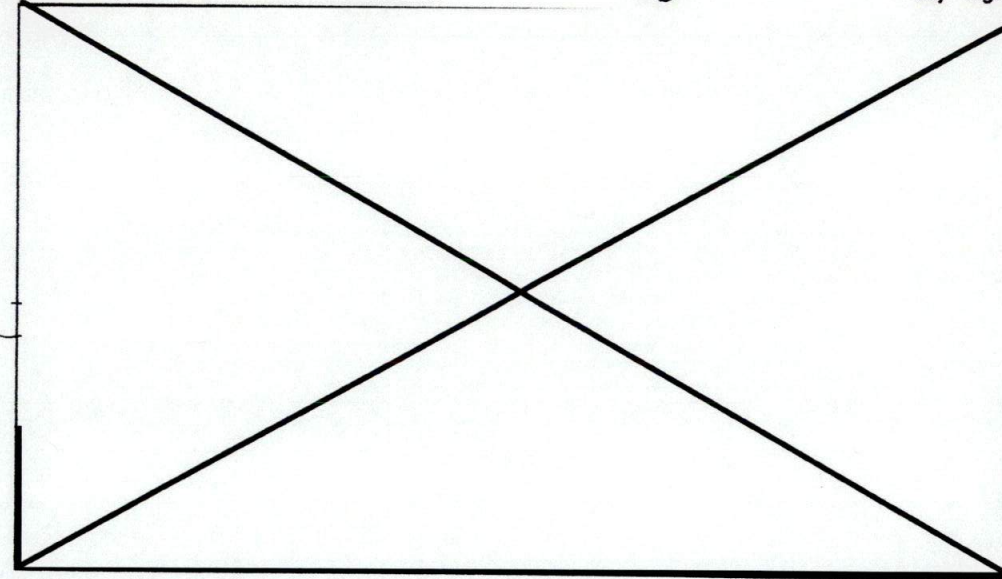


Sc

Pnl.

Bg.

day night



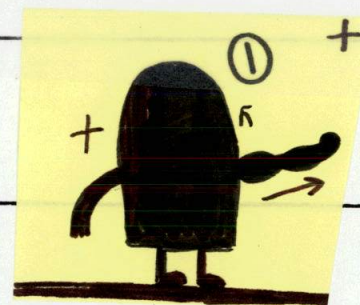
Dialog:

① MY PLAN IS GOOD!

Action:

-J PUMPS HIS MUSCLE AT "GOOD"

Timing:



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ADVENTURE TIME



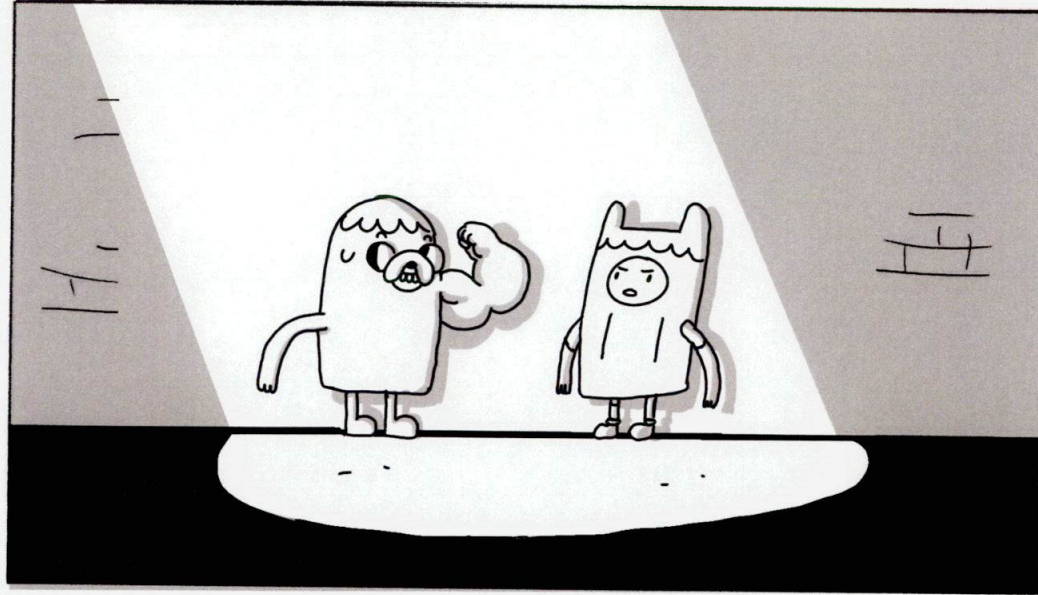
Page 105

105A NEXT

Sc. 74 CONT Pnl. D

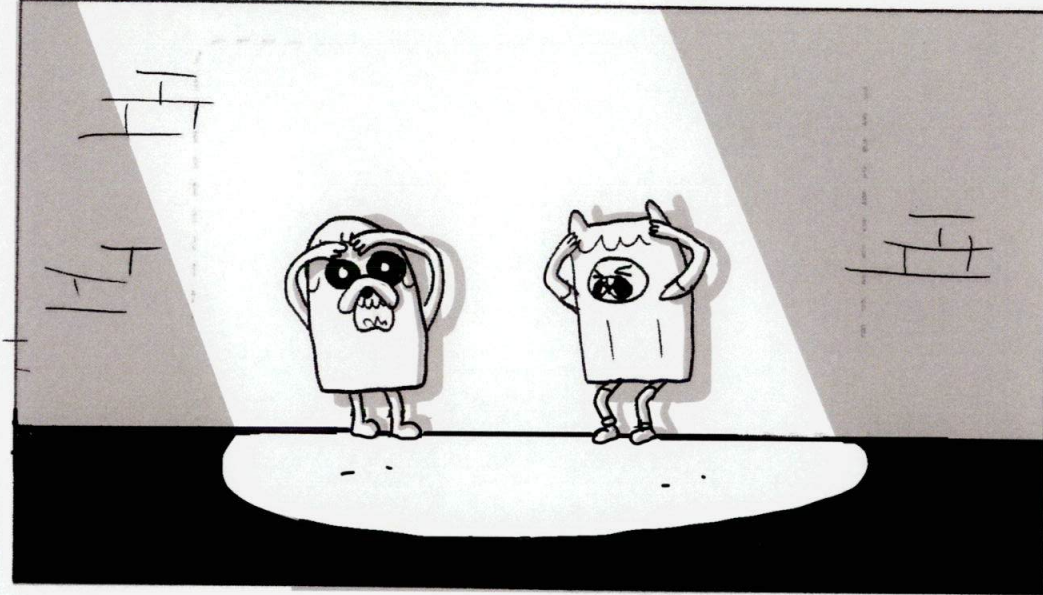
Bg.

day night



Sc. 74 CONT Pnl. E

Bg.



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EPISODE #

Dialog:

(SFX) CLACK

Action:

Timing:

(F+J) "AAAA" "WHAT THE!"

- LIGHT CLICKS ON, F+J CRINGE
AND HIDE IN TERROR

SEP 10 2015

Production :

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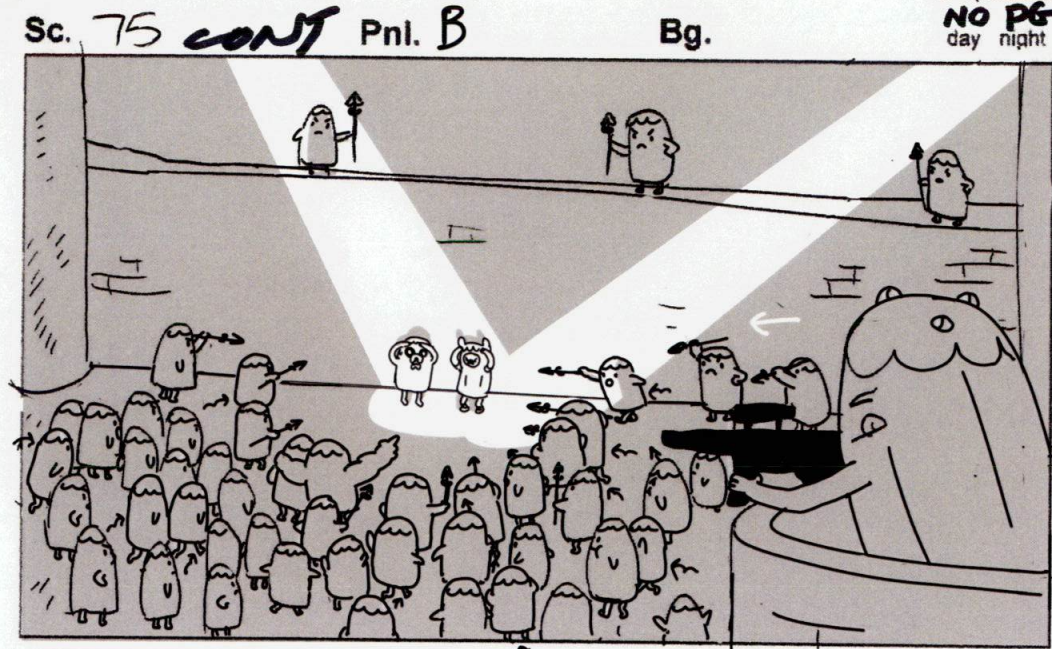
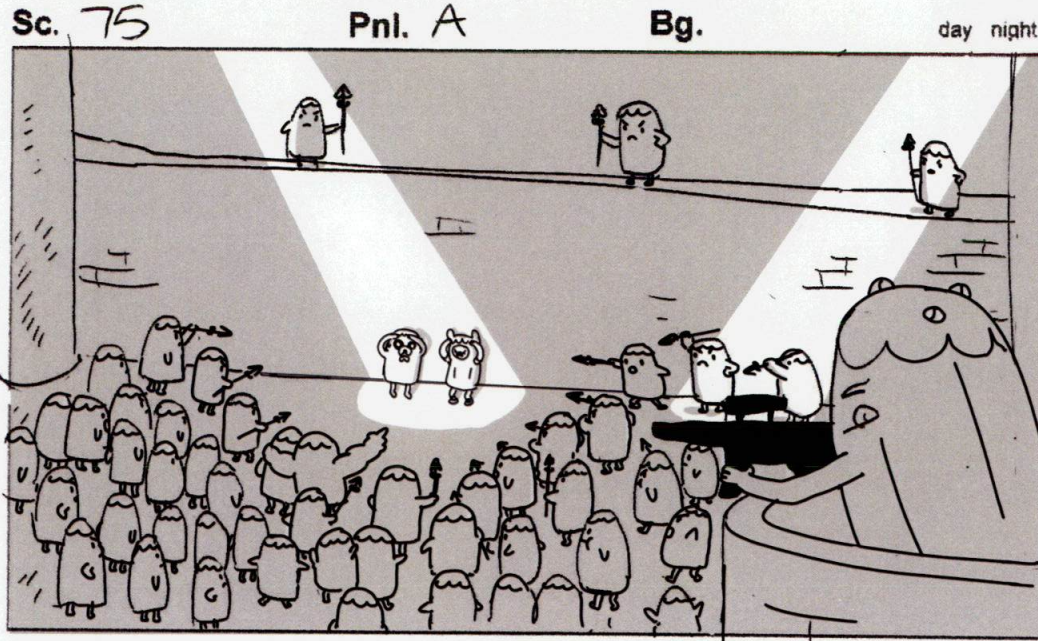
1034/233

1034/233

ADVENTURE TIME



Page 105A
NO PG-106
day night



Dialog:

MBG#1: THERE THEY ARE!

Action:

- second spotlight sweeps in
- BGs CLOSE IN A BIT
ON FINN & JAKE

Timing:

SEP 10 2015

EPISODE #

1034-233

Production :

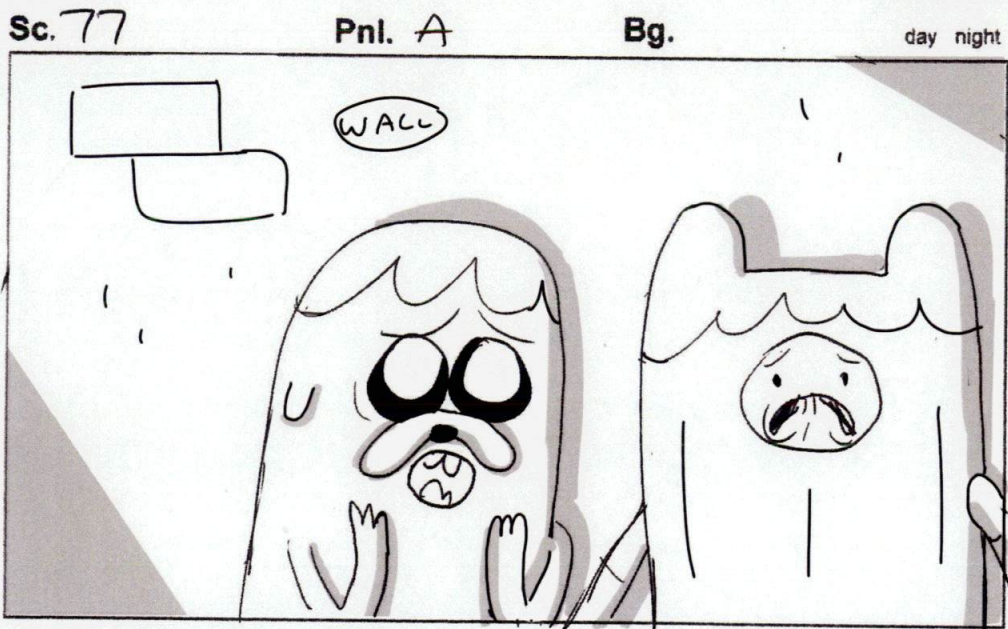
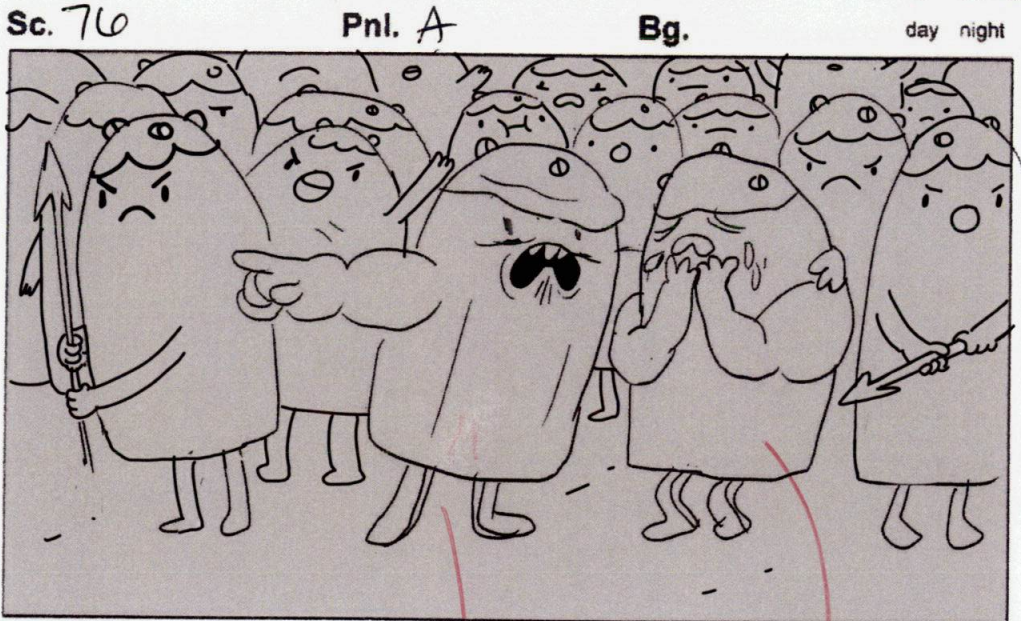
1034/233

1034/233

1034/233

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ADVENTURE TIME



Dialog:	
MBG#1: THOSE GUYS WANTED ^{MBG#1} TO COMMIT CRIMES!	Ⓜ NO, we —
MBG#2: SODDING ^{MBG#2}	
Action:	
- HE POINTS! THE OTHER HEAVES w/ SODS	- J HANDS UP TRYING TO EXPLAIN
Timing:	
SEP 10 2015	

EPISODE #

Production :

ADVENTURE TIME



Page 108

108A NEXT

Sc. 77 CONT Pnl. B

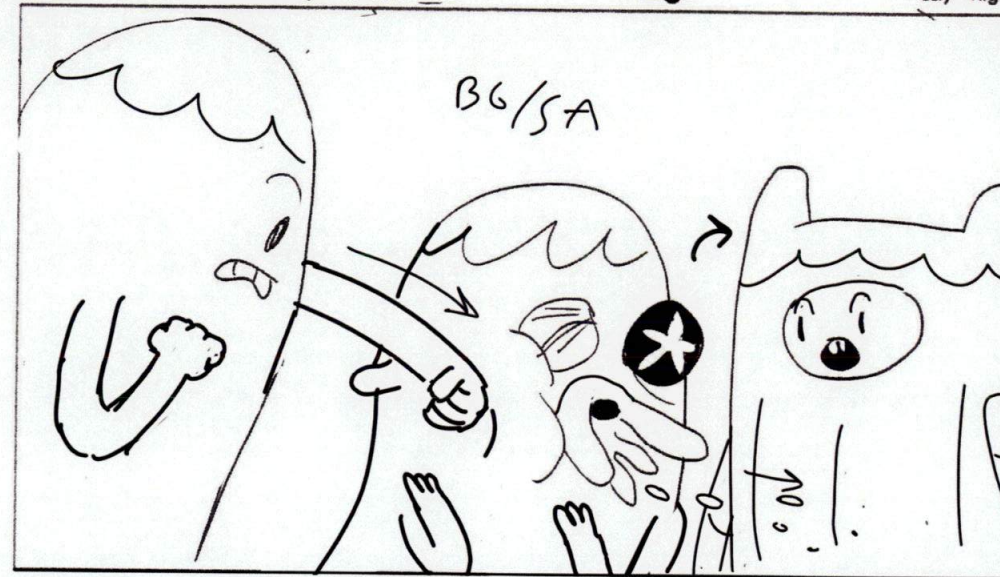
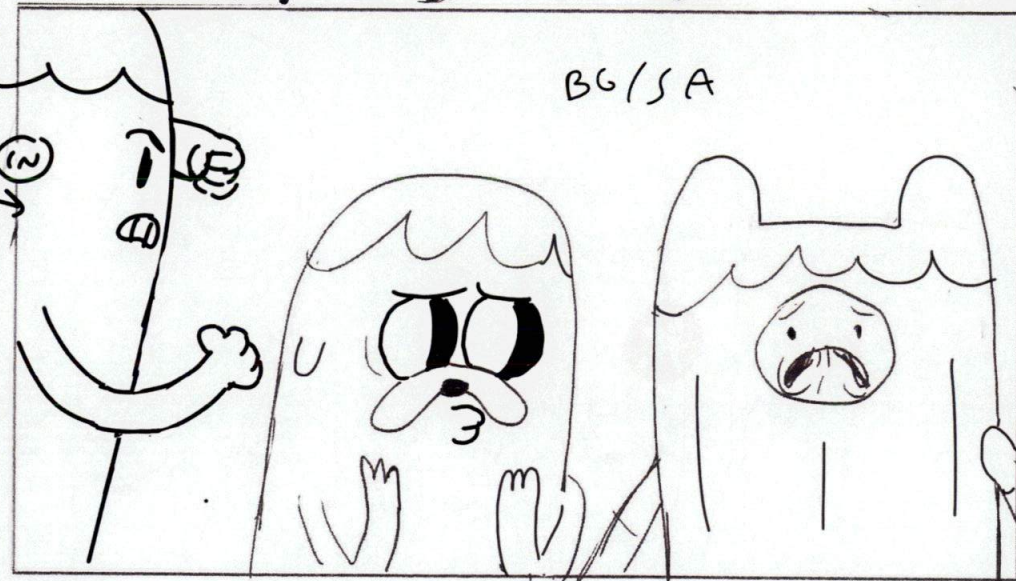
Bg.

day night

Sc. 77 CONT Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

- BG IN
- ANTIC FOR PUNCH

(SFX) PUNCH

SILENT OTHERWISE

JAKE: [IMPACT]

- BG COMES IN QUICKLY W/ A PUNCH
- F. reacts

SEP 10 2015

Production :

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EPISODE #

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ADVENTURE TIME



Page 108A
 day night 109 NEXT

Sc	Pnl.	Bg.	day	night

Sc. <u>77 CONT</u>	Pnl.	Bg.

Dialog: 	
Action: 	- QUICK CUT TO BLACK
Timing: 	SEP 10 2015

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Production :

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1034/233

1034/233

ADVENTURE TIME



No Sc79

Sc. 78

Act. A

Bg.

day night

Sc. 78 ~~cont.~~ Pnl. B

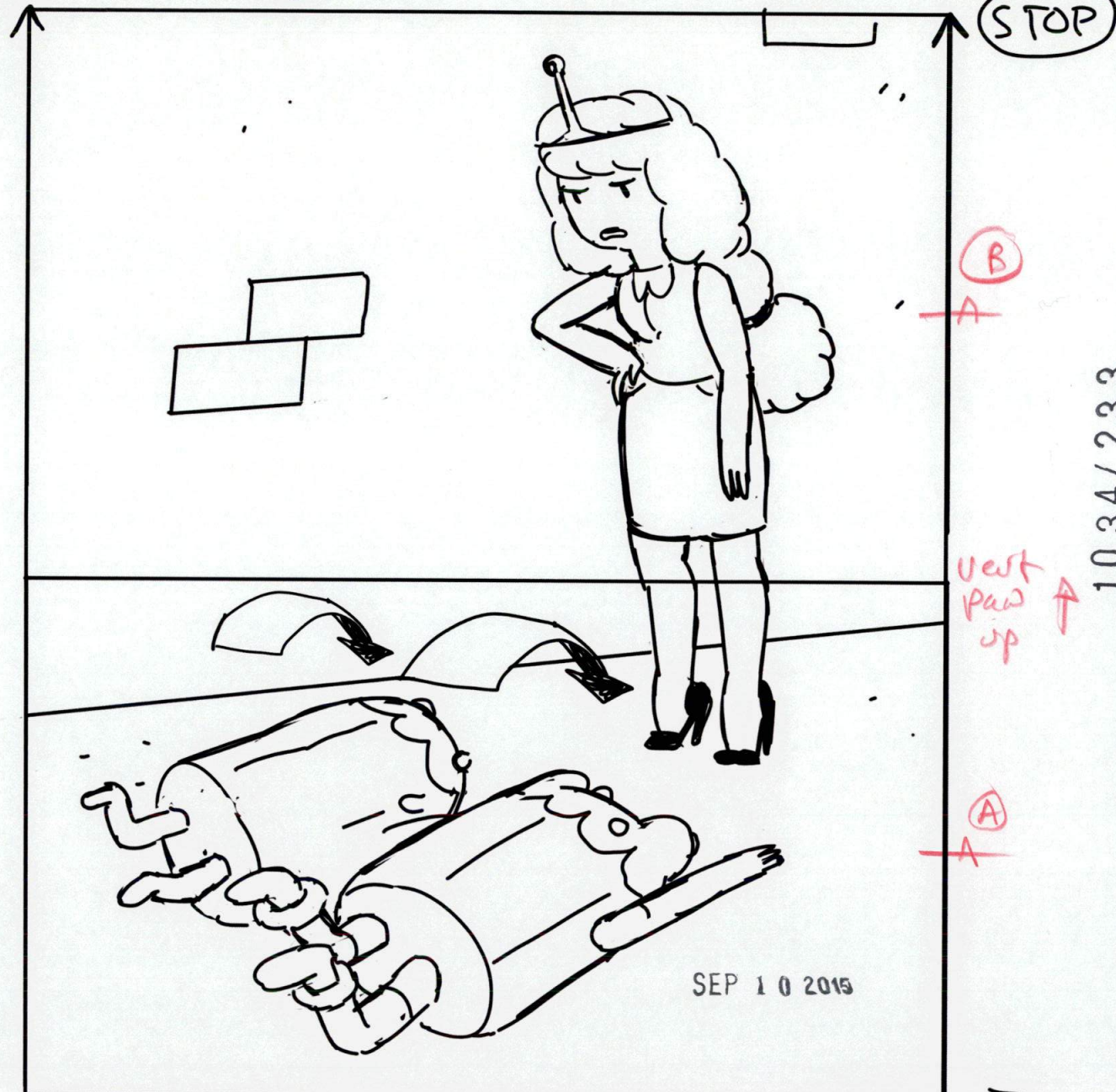
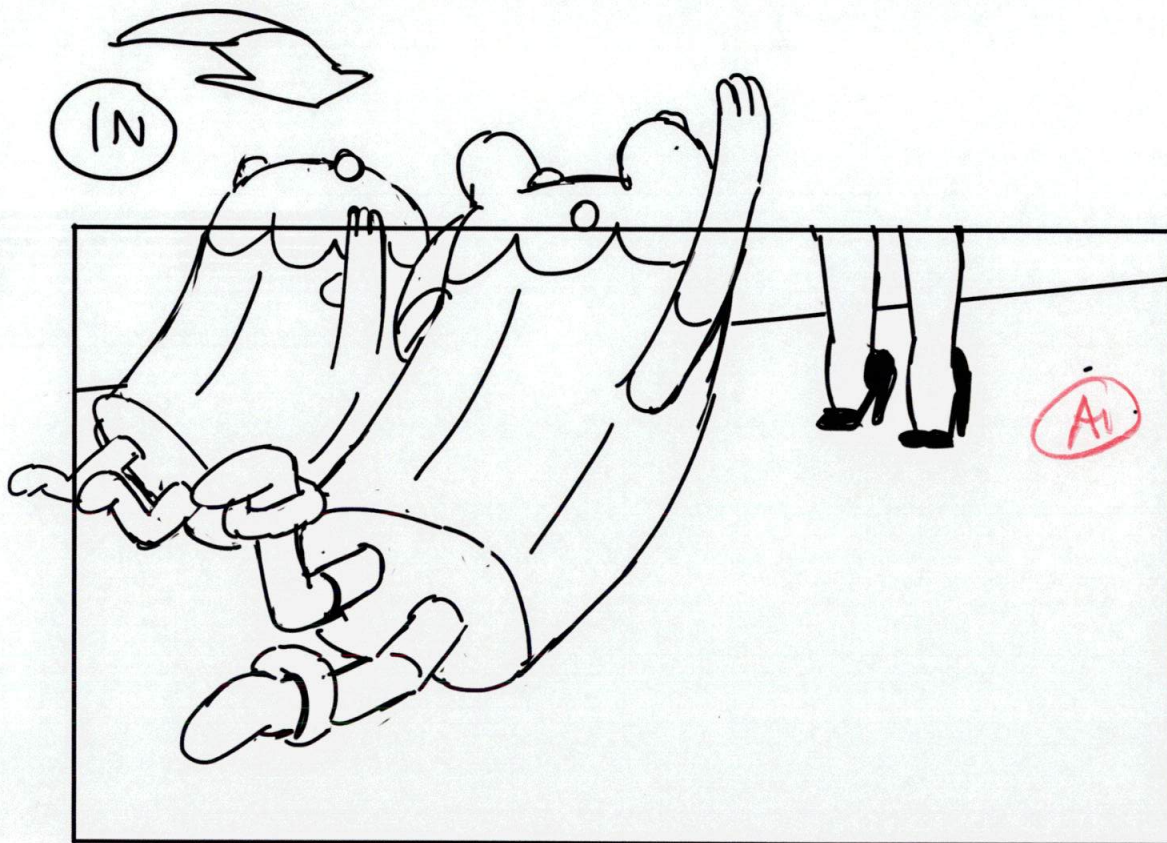
Page 109

F+J: OOF! (PB) SIGHSE

Action:

- F+J ARE THROWN AT PB'S FEET
PAN UP TO PB

Timina:



1034/233 (START)

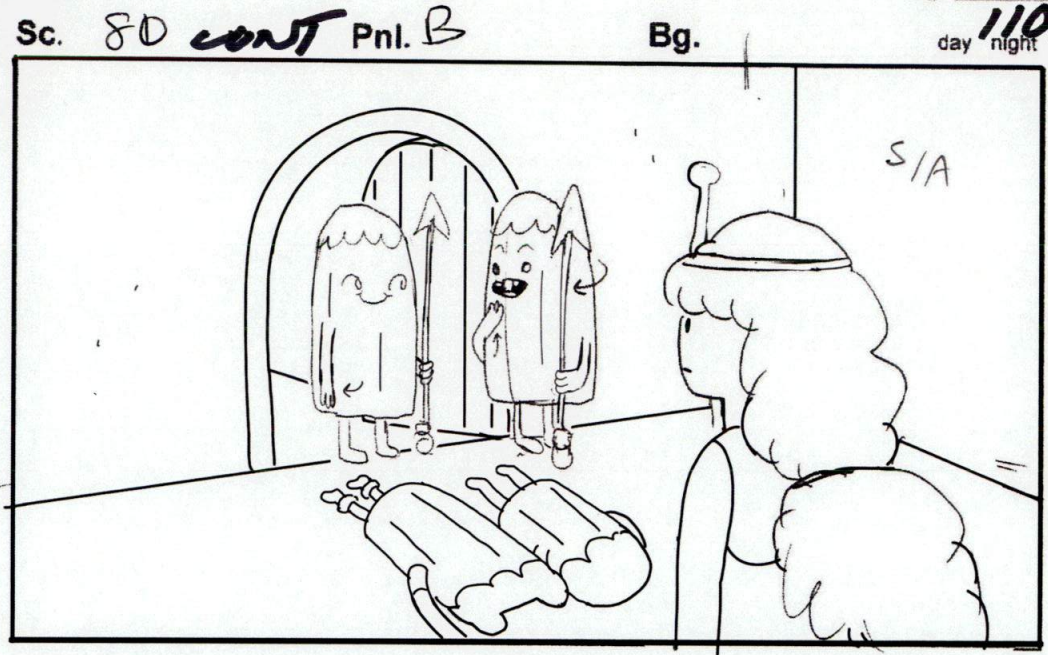
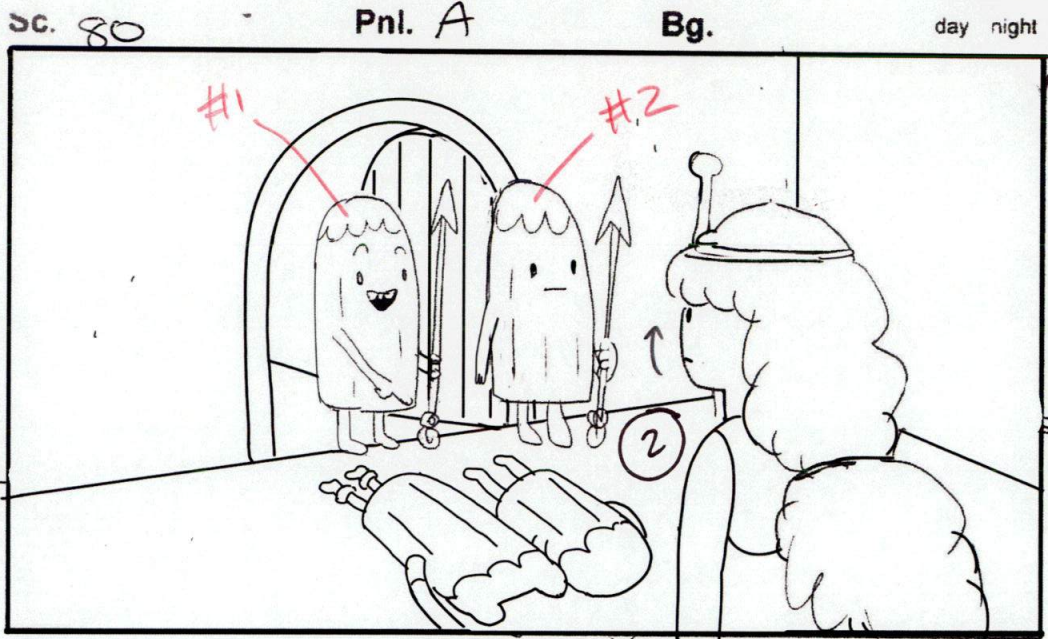
1034/233

NO SC 79

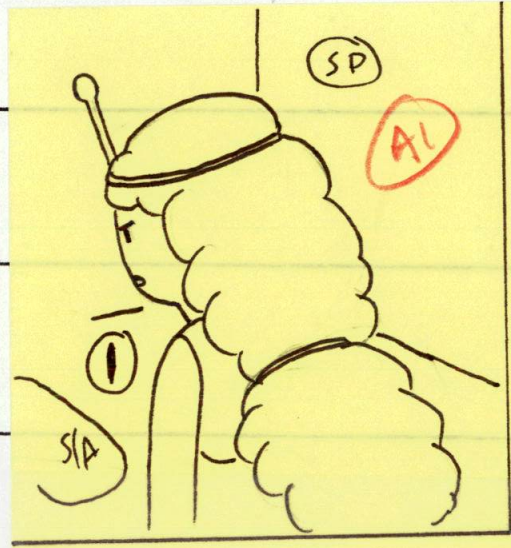
ADVENTURE TIME



Page 110
110A NEXT
day night



Dialog:	
BG #1: WE CAUGHT THE CRIME-INALS!	BG #2: OOH I JUST GOT THAT!
Action:	
- BG POINTS AT F+J - PB LOOKS UP.	- BG PUTS HAND DOWN - OTHER BG TURNS AND PUTS HAND UP
Timing:	
SEP 10 2011	



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Production :

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ADVENTURE TIME



Page 110A
~~day~~ NEXT
~~night~~

Sc. 80 CONT Pnl. C

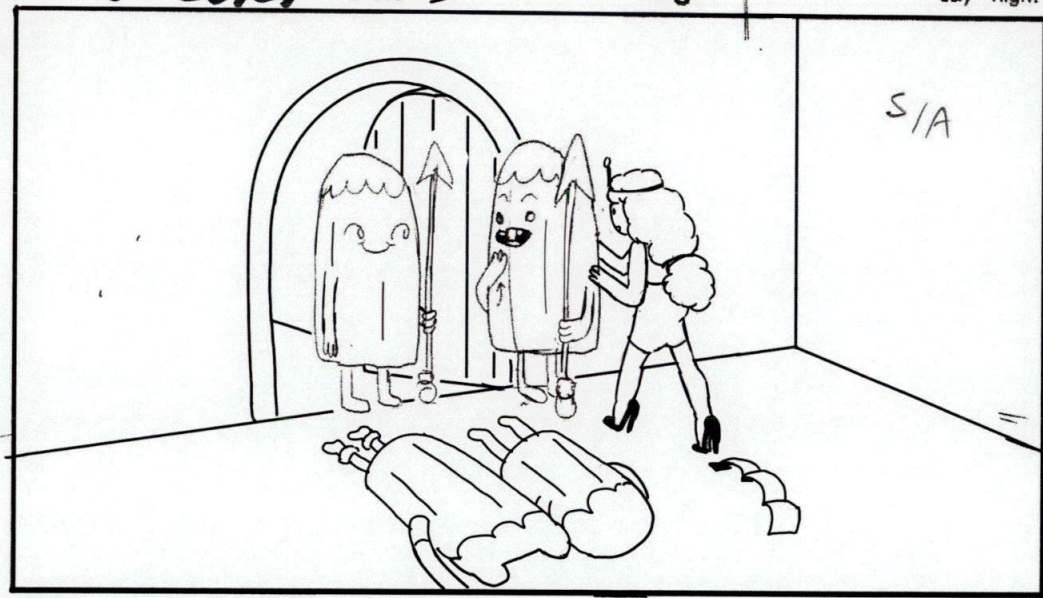
Bg.

day night



Sc. 80 CONT Pnl. D

Bg.



S/A

Dialog:

(PB) GOOD JOB BOYS -

Action:

- PB WALKS OVER TO BGs

Timing:

SEP 10 2015

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EPISODE #

1034/233

Production :

1034/233

INTURE TIME



for transferred

Sc. 80 *CONT*

Pnl. E

Bg.

day night

Sc.

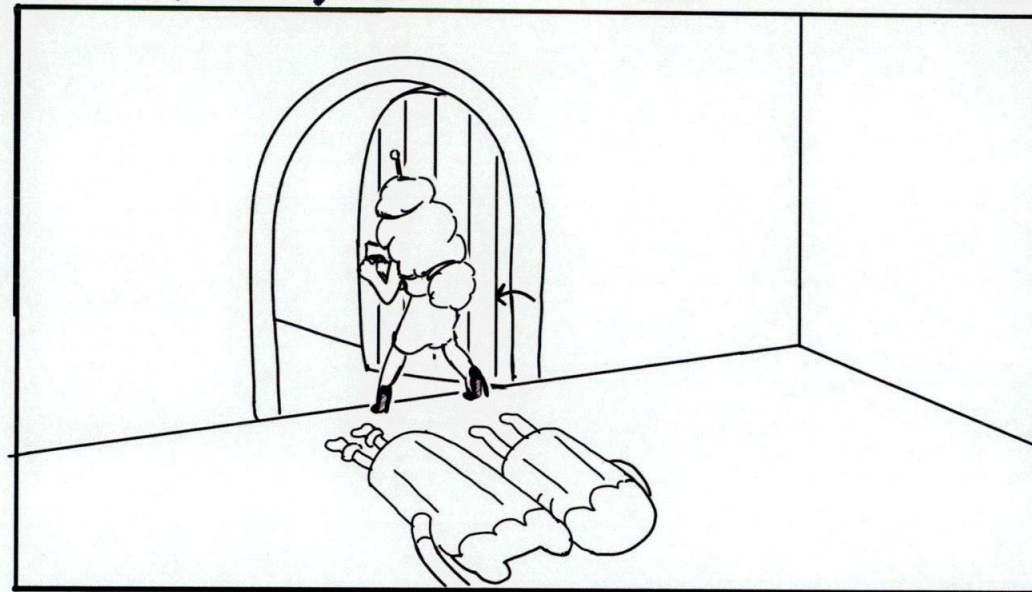
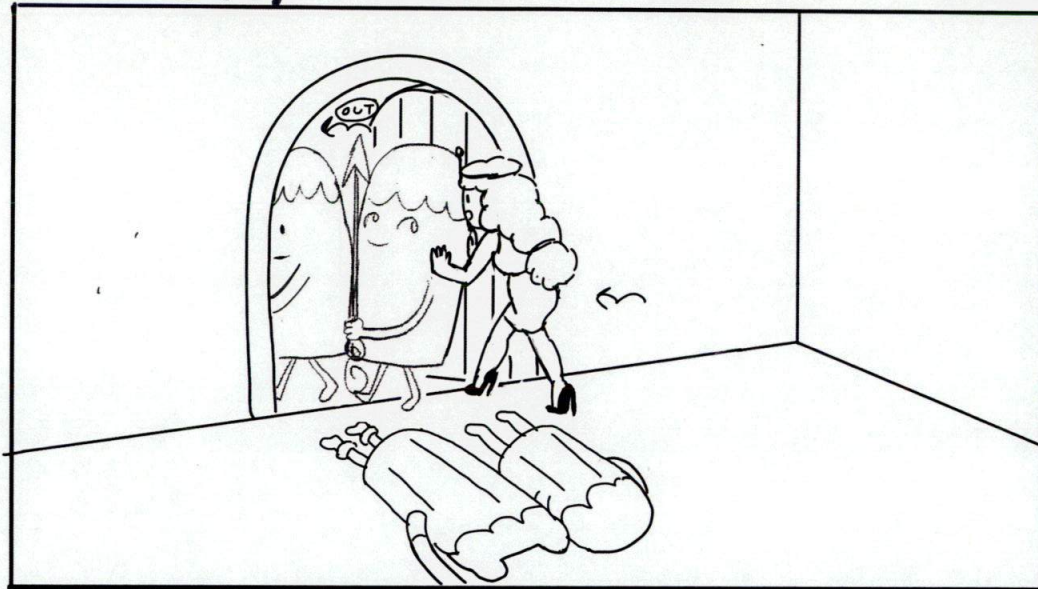
80 *CONT* Pnl. F

Ba.

Page 111

day night

WANA NEXT



Dialog:

(PB) - JUST LEAVE
'EM TO ME.

Action:

- PB PUSHES
BGS OUT

- PB grabs door handle

Timing:

SEP 10 2015

Production :

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1034/233

ADVENTURE TIME



Page **111A**
112 next
day night

Sc. **80 CONT** Pnl. **G**

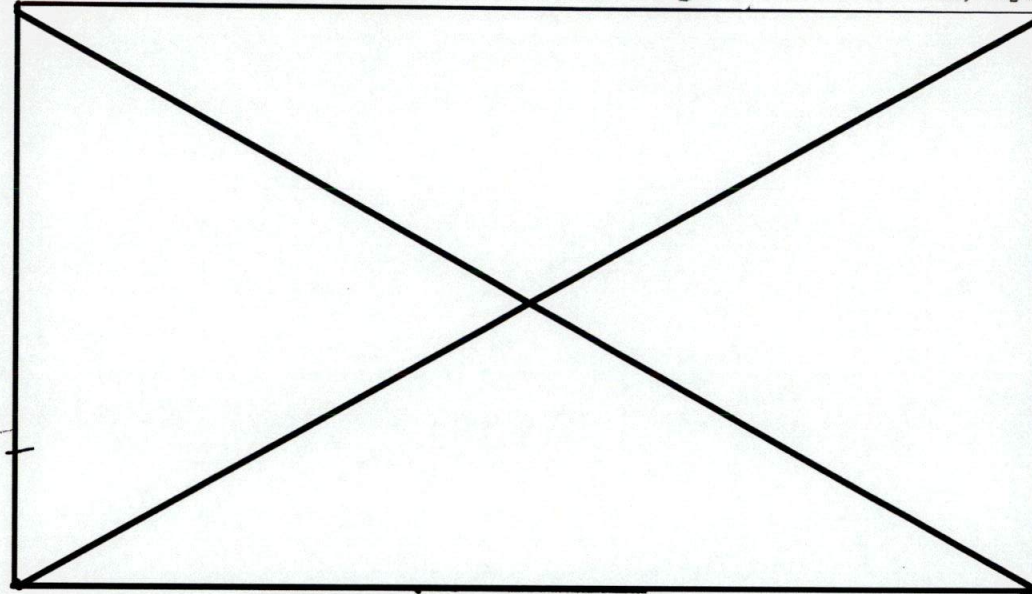
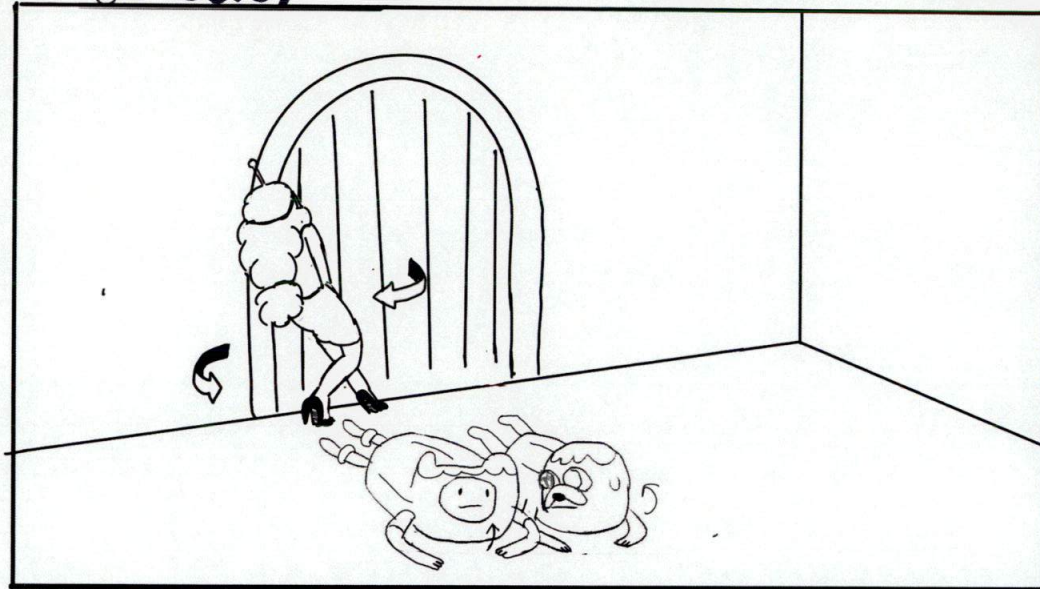
Ba.

day night

Sc.

Pnl.

Bg.



1034-233

EPISODE #

Dialog:

(SFX) = close =

Action:

PB CLOSES DOOR, F+J
MOVE HEADS UP + LOOK AT each OTHER

Timing:

SEP 10 2015

Production :

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1034/233

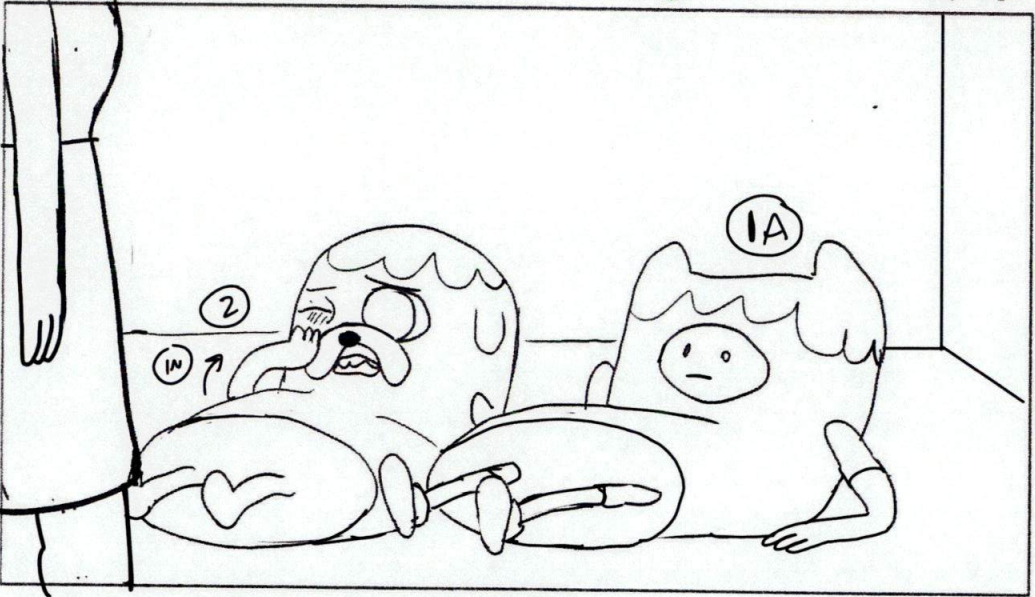
ADVENTURE TIME



Sc. 80 *cont* Pnl. H Bg. day night



Sc. 81 Pnl. A Bg. day night



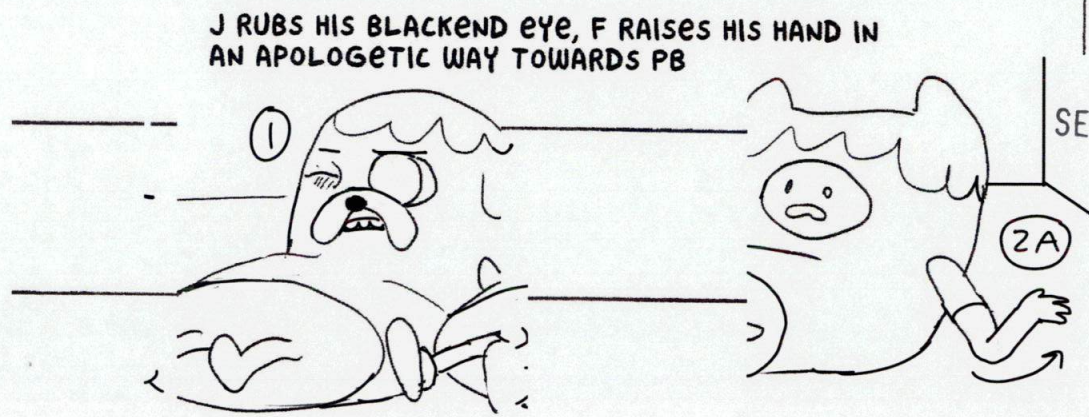
Dialog:
PB/ What the heck Finn?!

Action:
-PB SPINS AROUND AND LEANS ON THE DOOR.
-F+J TURN AROUND TO LOOK AT HER.

Timing:



F/ SORRY, PEEBS.



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Production

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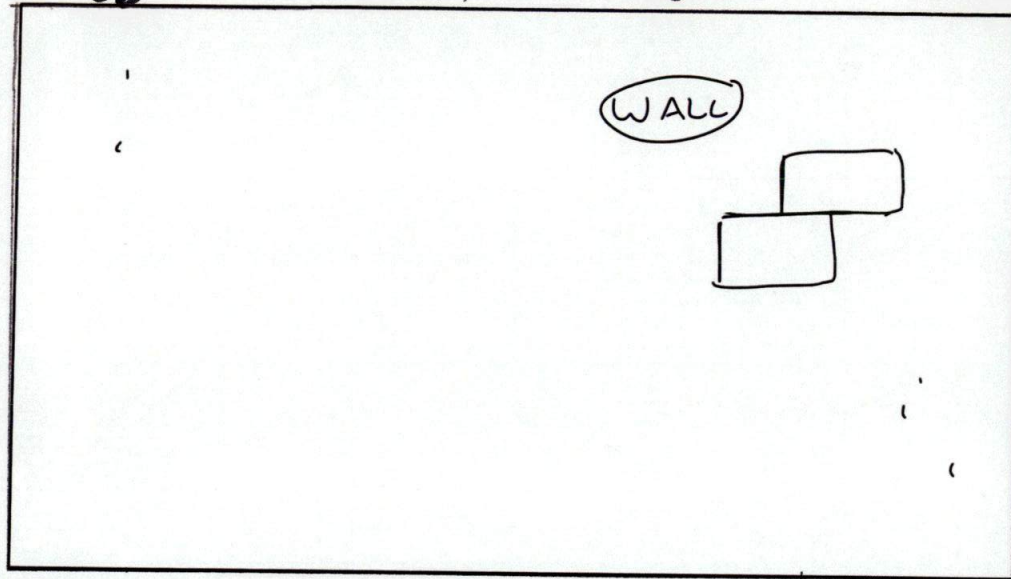


Sc. **82**

Pnl. **A**

Bg.

day night



Sc. **82 cont**

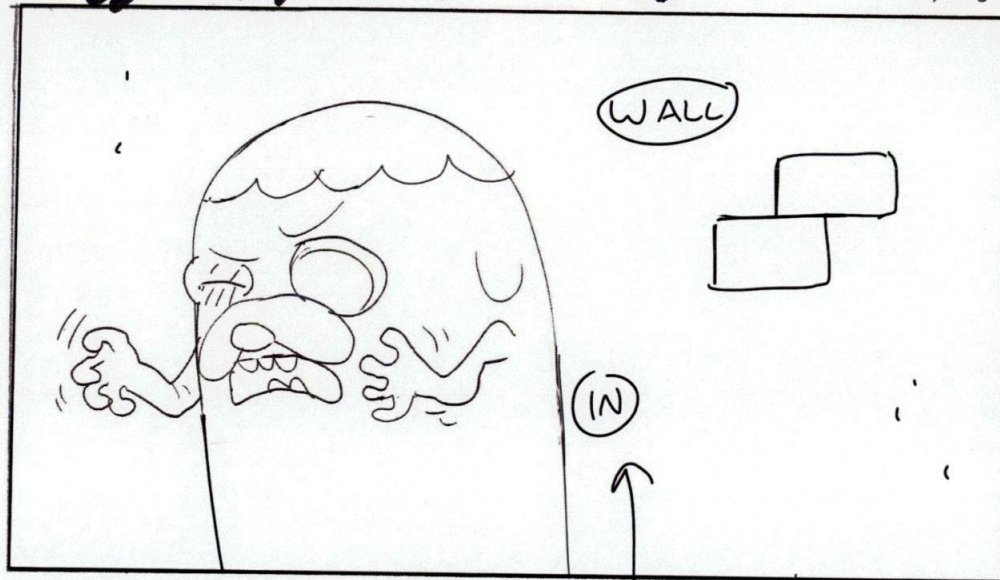
Pnl. **B**

Bg.

Page

113
113A NEXT

day night



1034-233

EPISODE #

1034/233

Dialog:

J/ I WAS JUST TRYIN' TO SHAKE THE BUSHES, YOU KNOW?

Action:

- J. STANDS UP INTO FRAME
- J SHAKES HIS HANDS IN A BUSH SHAKING WAY.

Timing:

SEP 10 2015

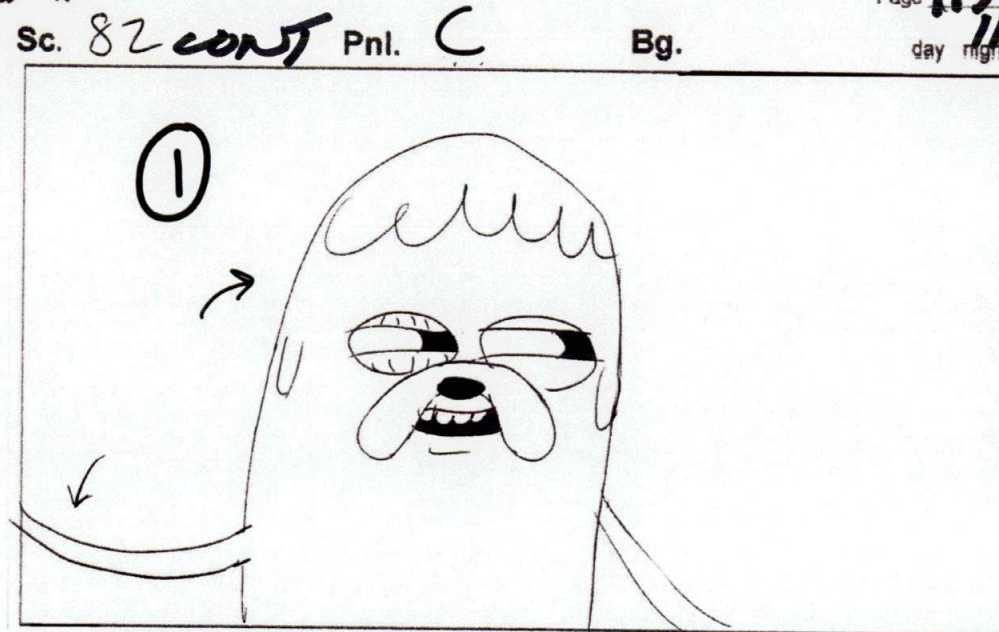
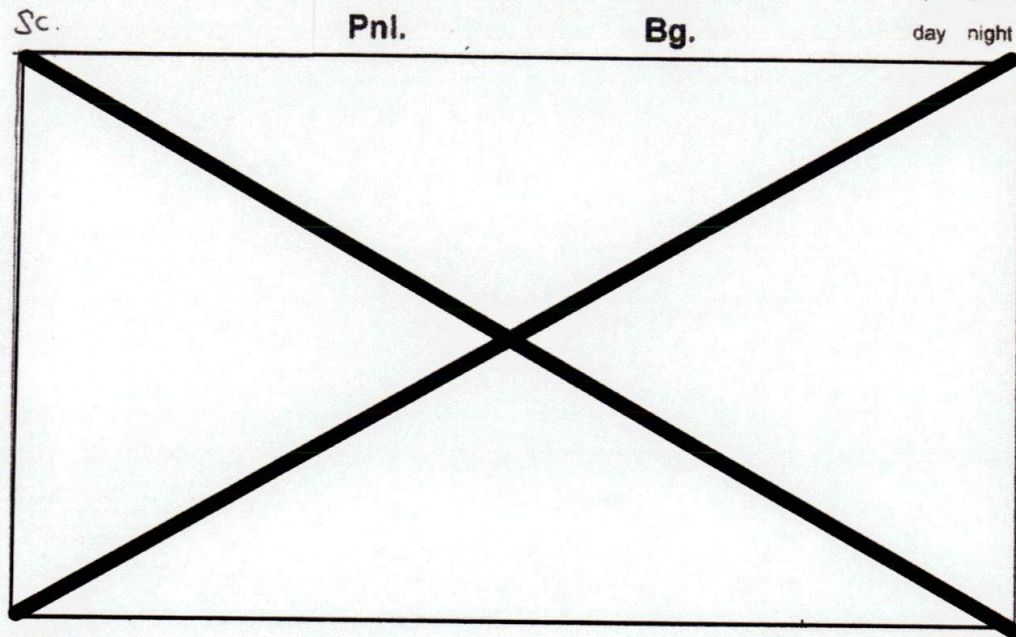
Production :

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ADVENTURE TIME



Page **113A**
113B NEXT
day night



1034-233

EPISODE #

1034/233

Dialog:

J: LURE HIM OUT OF HIDING....

Actic

- MAKES THE SAME BUNNY HAND
FROM BEFORE.

Timin.

- exact same poses
as sc. 61, but
with swollen eye

*** bunny hand poses
on pg. 113 B ***

SEP 10 2015

Production :

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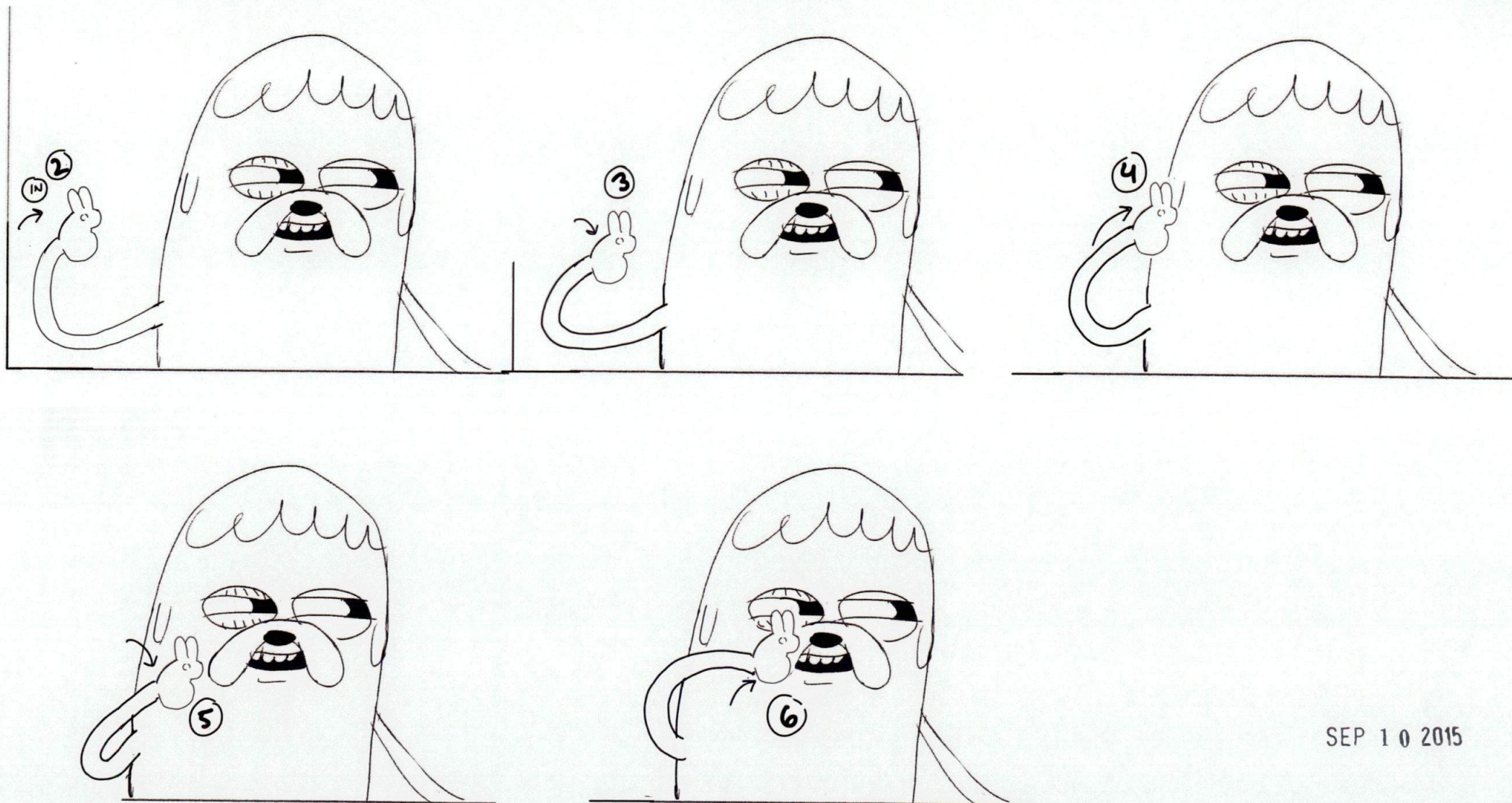
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ADVENTURE TIME



Page 113 B
114 NEXT

sc. 82 CONT



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ADVENTURE TIME

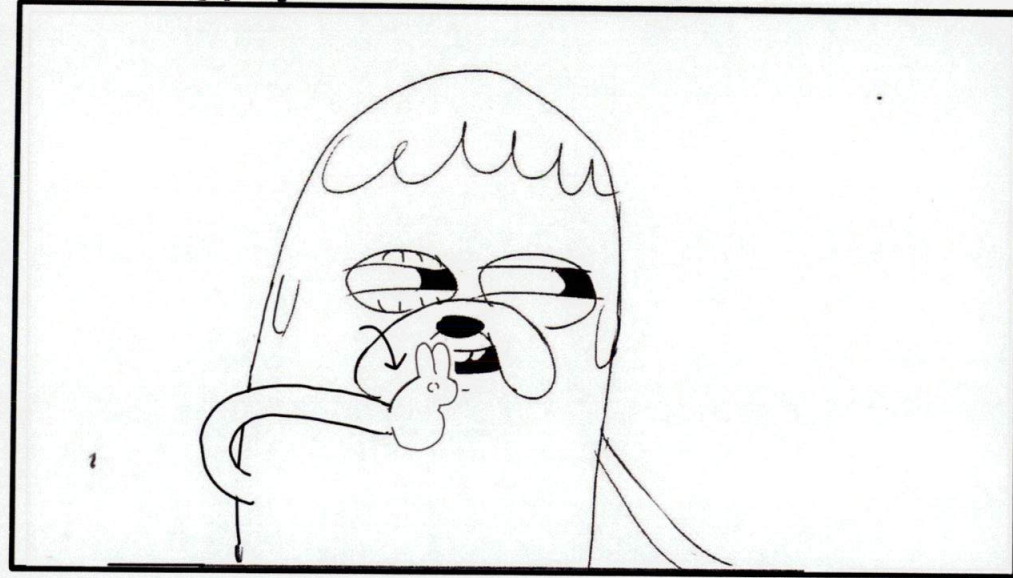


Page 114

Sc. 82 CONT Pnl. D

Bg.

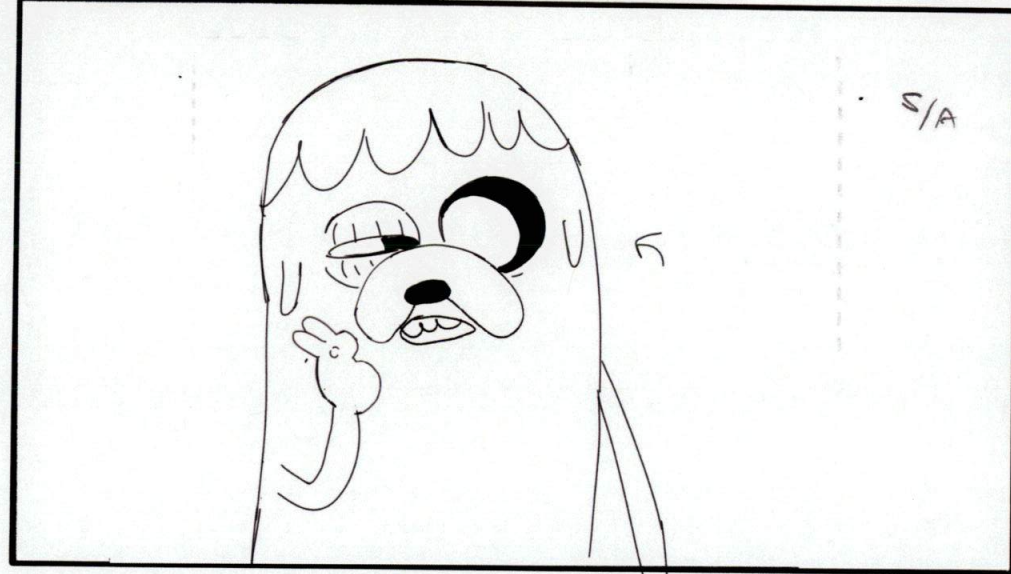
day night



Sc. 82 CONT Pnl. E

Bg.

day night



1034-233

EPISODE #

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Dialog:

J/ -- with irresistible--

⑦ Oh hold up I already did this bit.

Action:

URNS TO LOOK AT BUNNY HAND

Timing:

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Production :

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ADVENTURE TIME



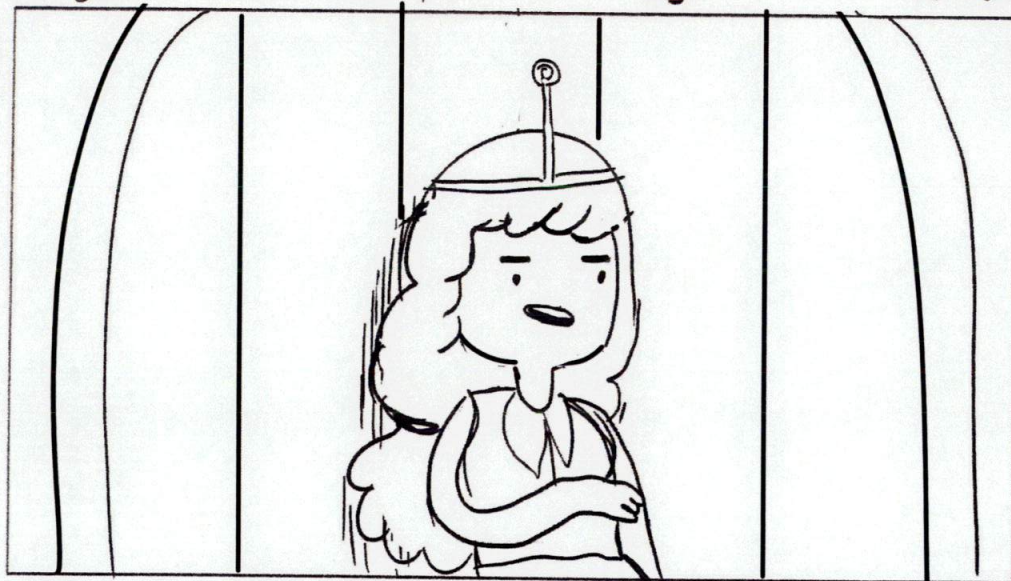
Page 115

Sc. 83

Pnl. A

Bg.

day night

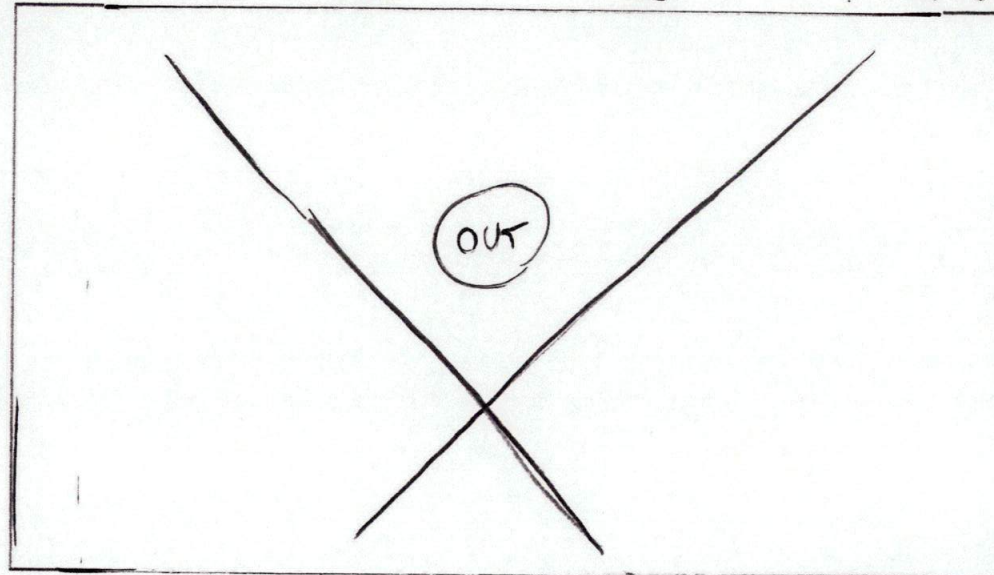


Sc.

Pnl.

Bg.

day night



Dialog:

PB/ WELL YOU GOTTA BE MORE
SUBTLE NEXT TIME...

Action:

PB LEANING AGAINST DOOR, RIGHT HAND RUBS LEFT ARM

Timing:

SEP 10 2015

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EPISODE #

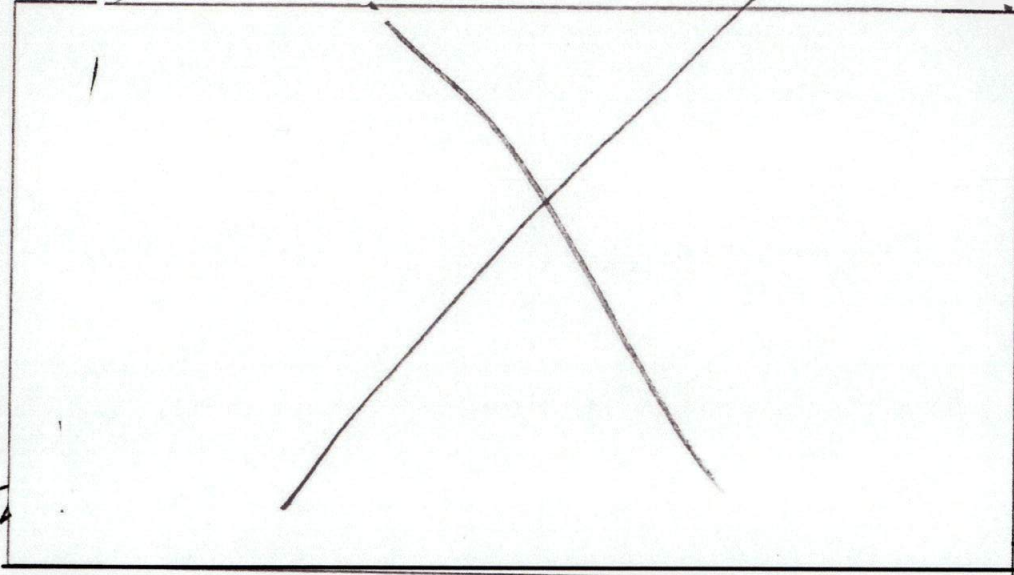
Production :

1034/233

1034/233



Sc.



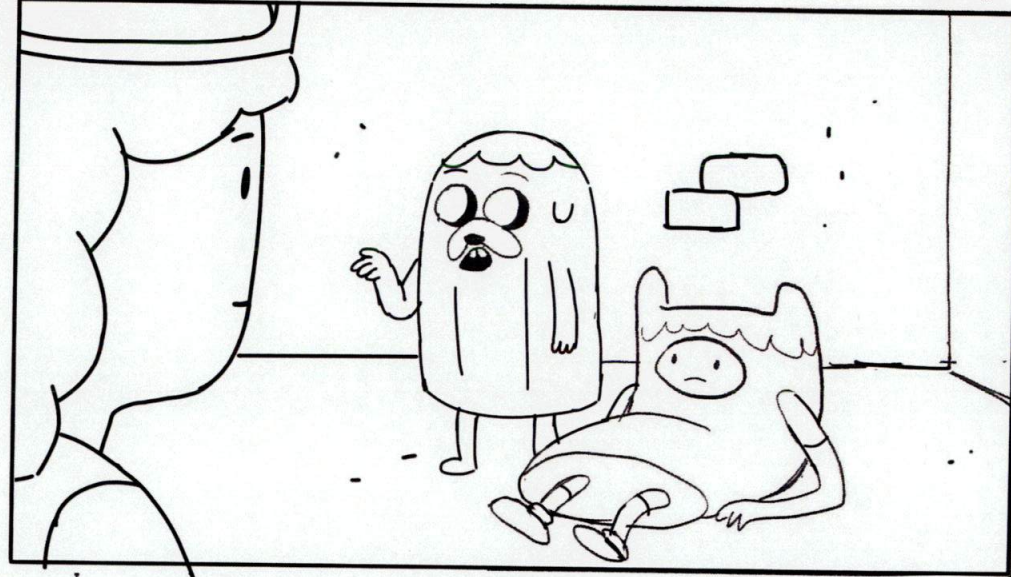
night

Sc. 84

Pl. A

Bg.

day night



Dialog:

J/ What next time?
They know our faces now.

Action:

J GESTURES WITH HIS RIGHT HAND, EXPLAINING.

Timing:

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EPISODE # 1034-233

Production :

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1034/233

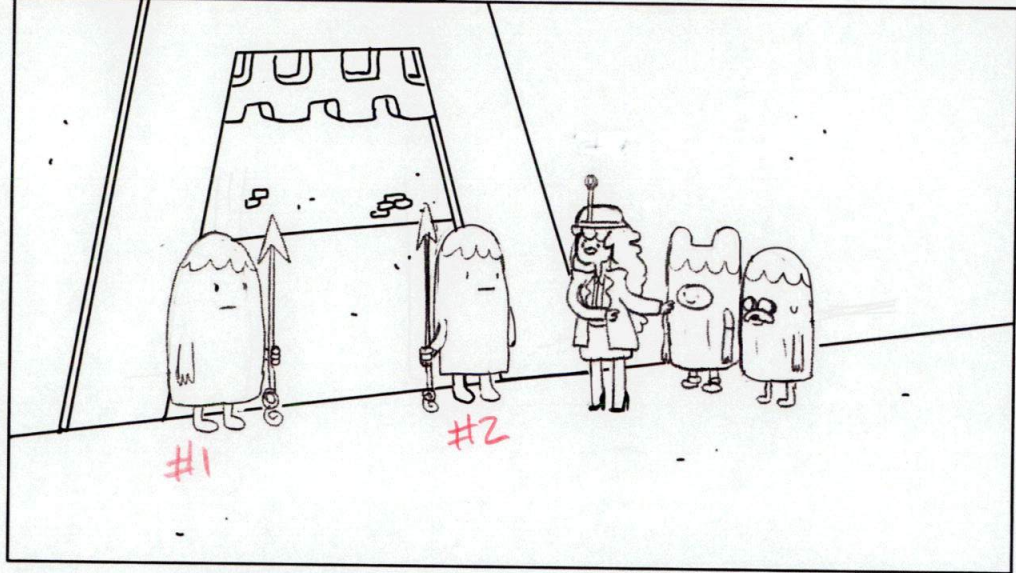
ADVENTURE TIME



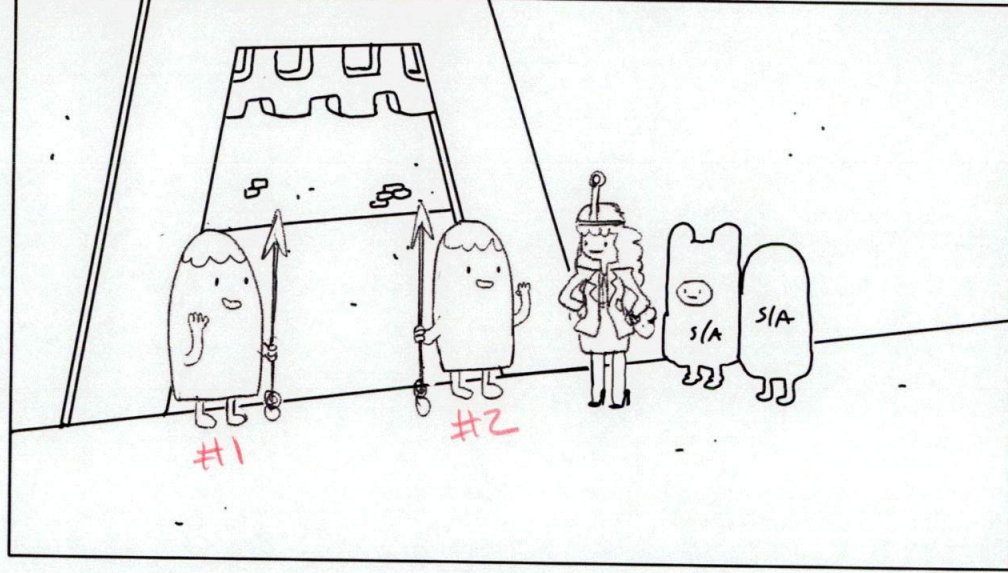
NO
SC
86

Page 117
NO PG-118
day night

Sc. 85 Pnl. A Bg. day night



Sc. 85 CONT Pnl. B Bg. day night



<p>Dialog:</p> <p>PB/ BANANA GUARDS, PLEASE WELCOME THESE new RECRUITS!!!</p>	<p>BG #1: HELLO</p> <p>BG #2:</p>
<p>Action:</p> <p>- PB GESTURES TO F+J IN THE SAME GET UPS.</p>	<p>- CAMERA PANS OVER TO THE BGS, WHO BOTH WAVE TO F+J</p>
<p>Timing:</p>	
<p>SEP 10 2015</p>	

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ADVENTURE TIME



Page 119

Sc. 87

Pnl. A

Ba.

day night

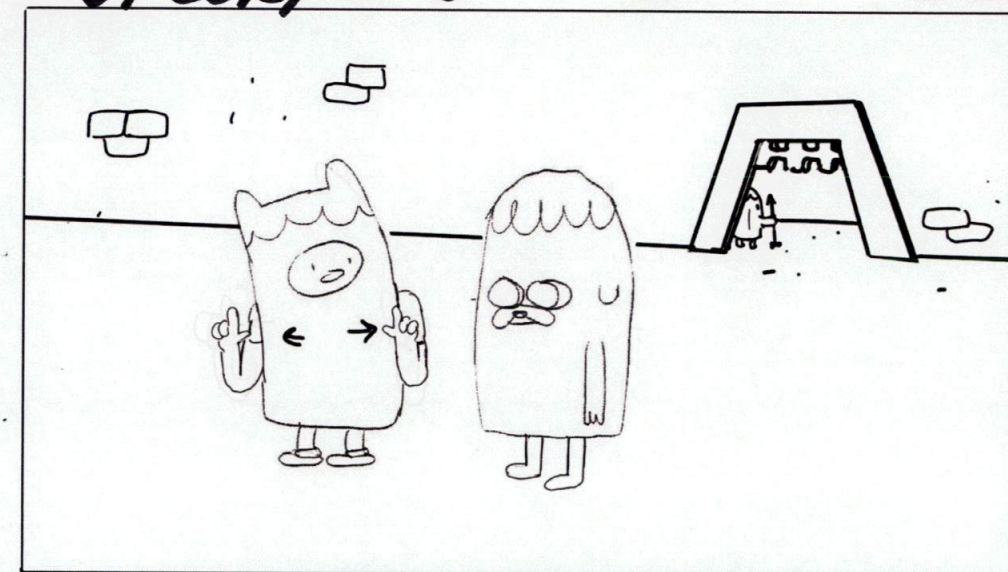
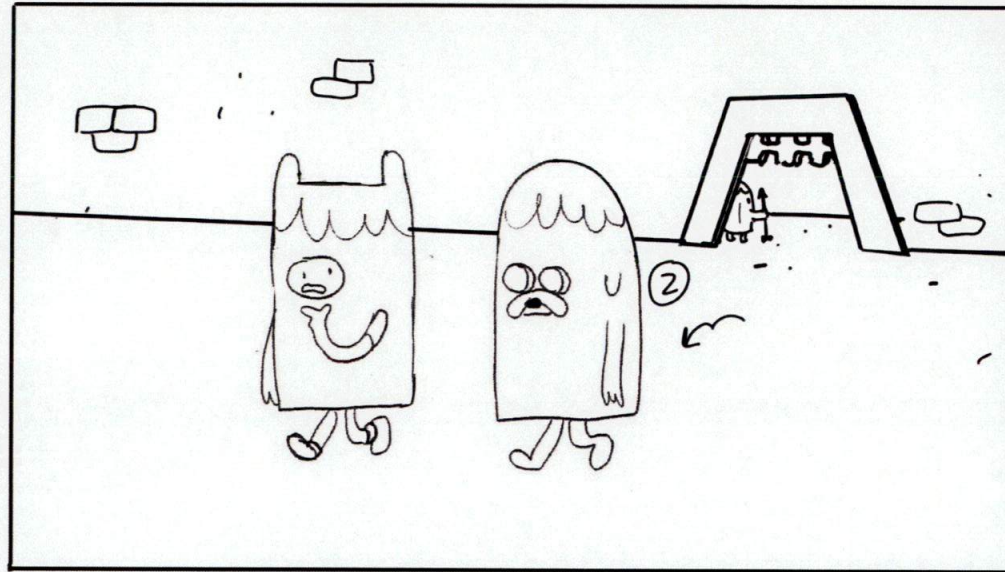
Sc.

87 CONT

Pnl B

Ba.

day night



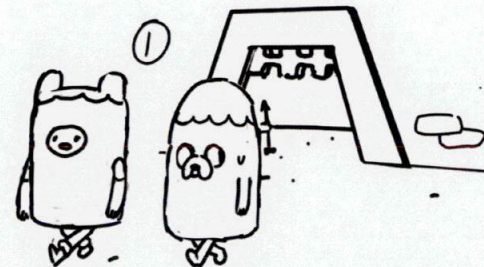
Dialog:

F/ OKAY, SUBTLE....

F/MAYBE WE SHOULD SPLIT UP AND JUST LOOK AROUND. COVER MORE GROUND THAT WAY.

Action:

BOTH WALKIN IN FINN HAS HAND UNDER FACE/CHIN THINKING ABOUT WHAT TO DO.



THEY STOP. FINN MAKES HIS POINTY HANDS SPLIT APART AS TO PHYSICALLY ENVISION THE IDEA.

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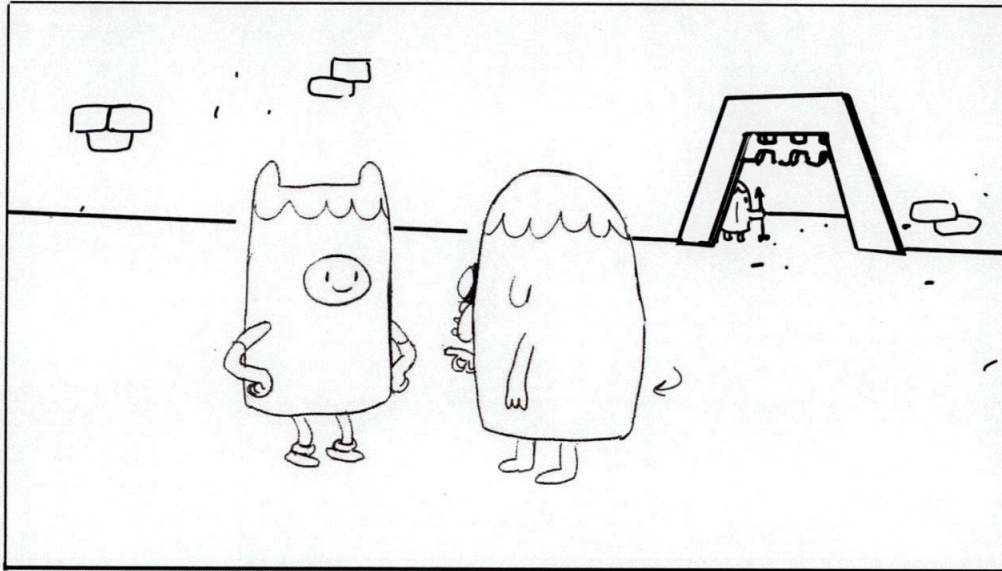


Page 120

Sc. 87 cont Pnl. C

Bq.

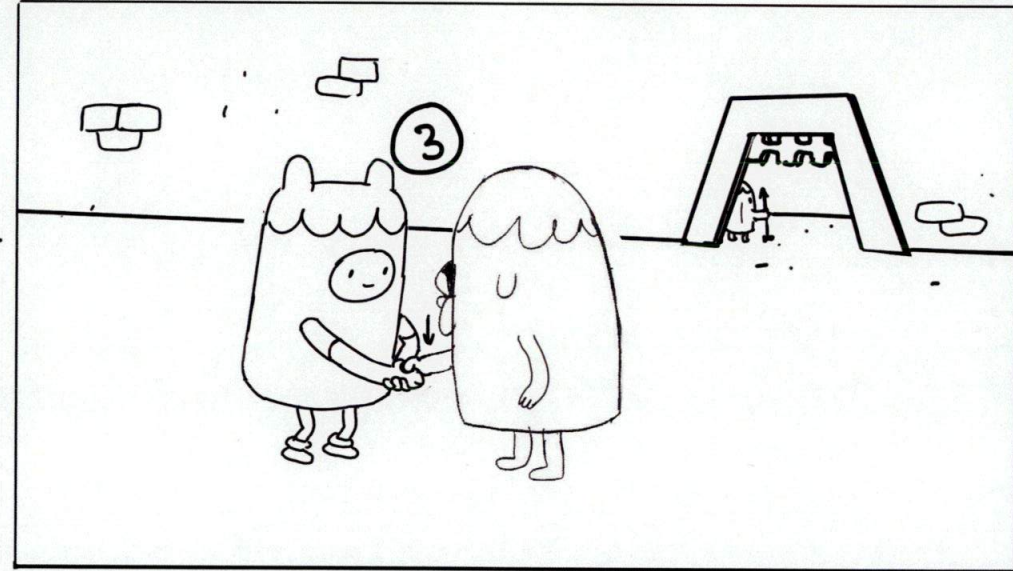
day night



Sc. 87 cont Pnl. D

Bq.

day night



Dialog:

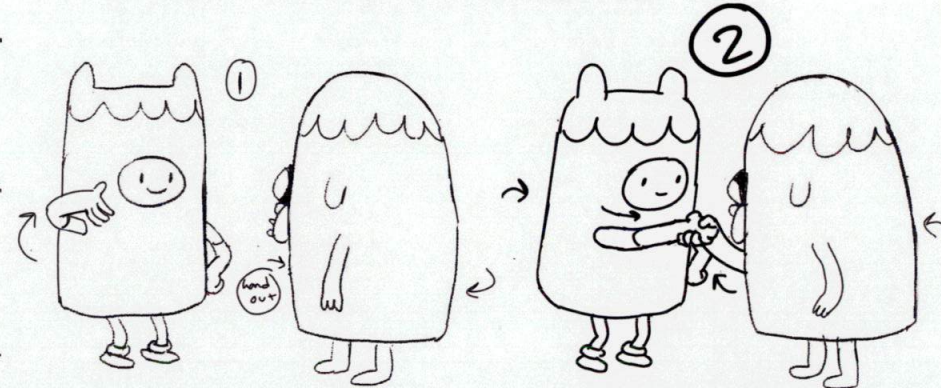
J/ NOW THAT'S SOME DETECTIVE THINKIN' FINN,

Action:

FINN TURNS TO LOOK AT JAKE, JAKE ONLY ROTATES HIS TOP HALF TO LOOK AT FINN, AND POINTS

Timing:

BOTH GRASPS HANDS AND GIVE ONE FIRM PUMP



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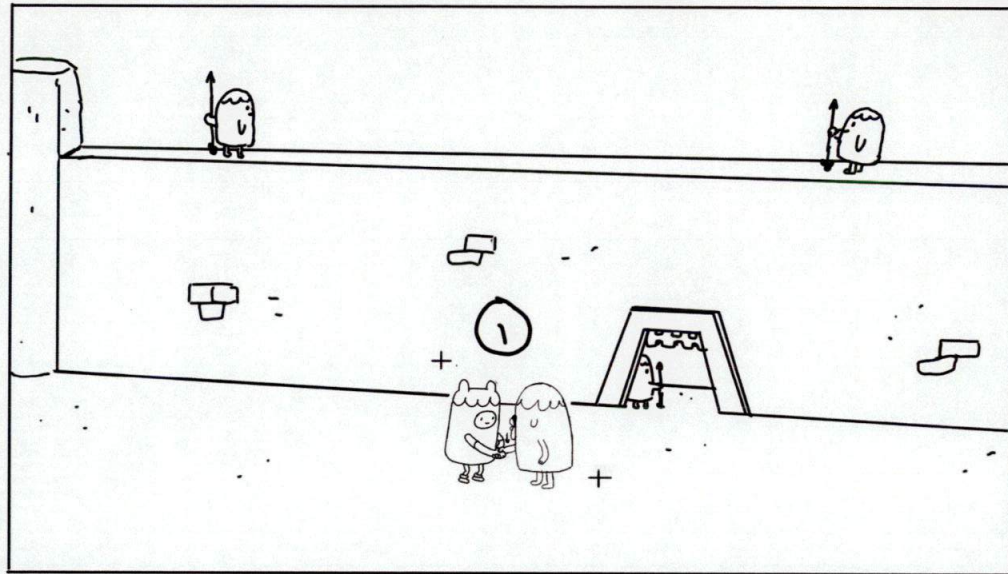
Page 121

Sc. 88

Pnl. A

Bg.

day night

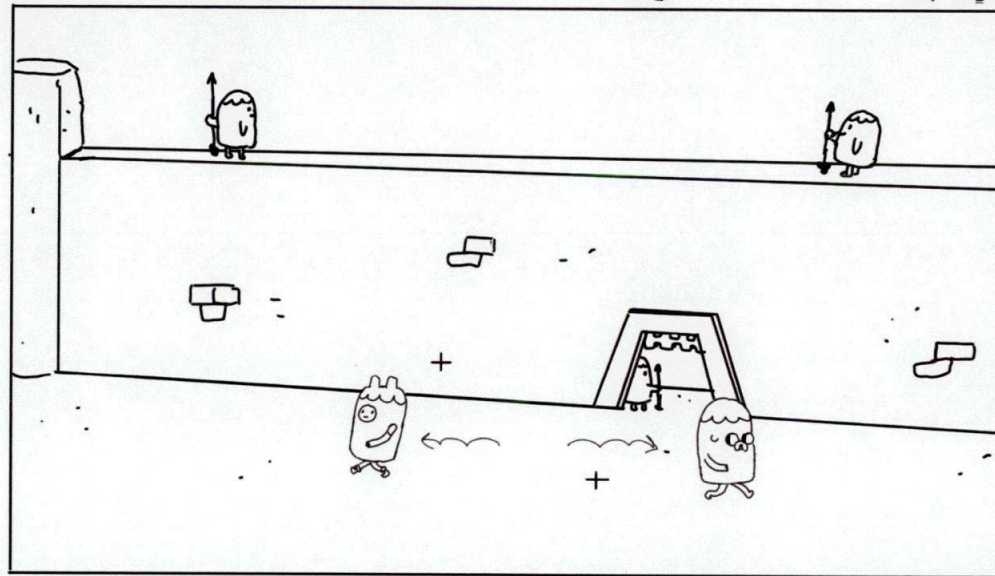


Sc. 88 *cont*

Pnl. B

Bg.

day night

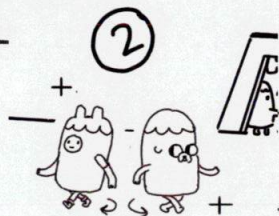


Dialog:

Action:

THEY WALK IN DIFFERENT DIRECTIONS, BGS ON TOP OF WALL IDLE

Timing:



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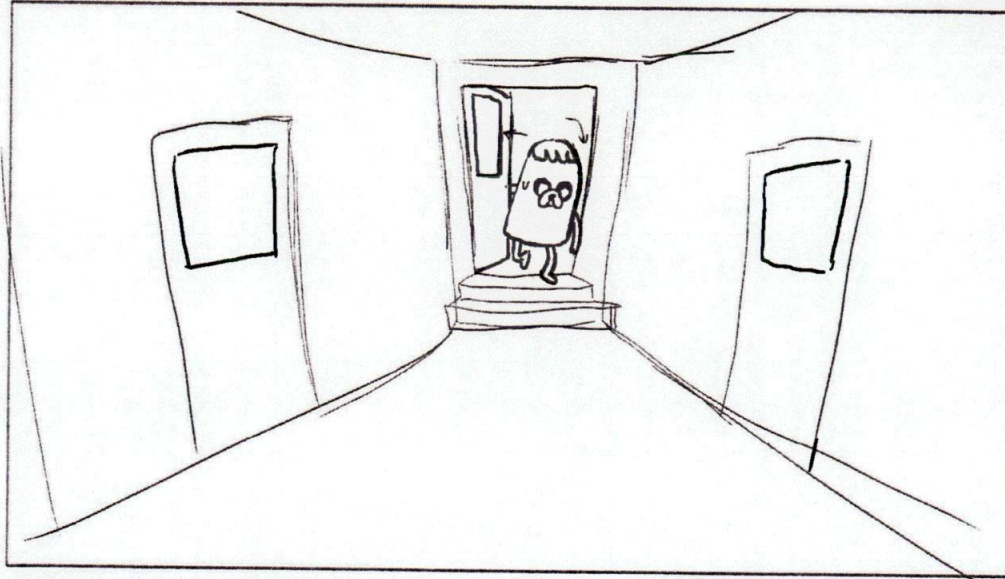
Page 122

Sc. 89

Pnl. A

Bg.

day night

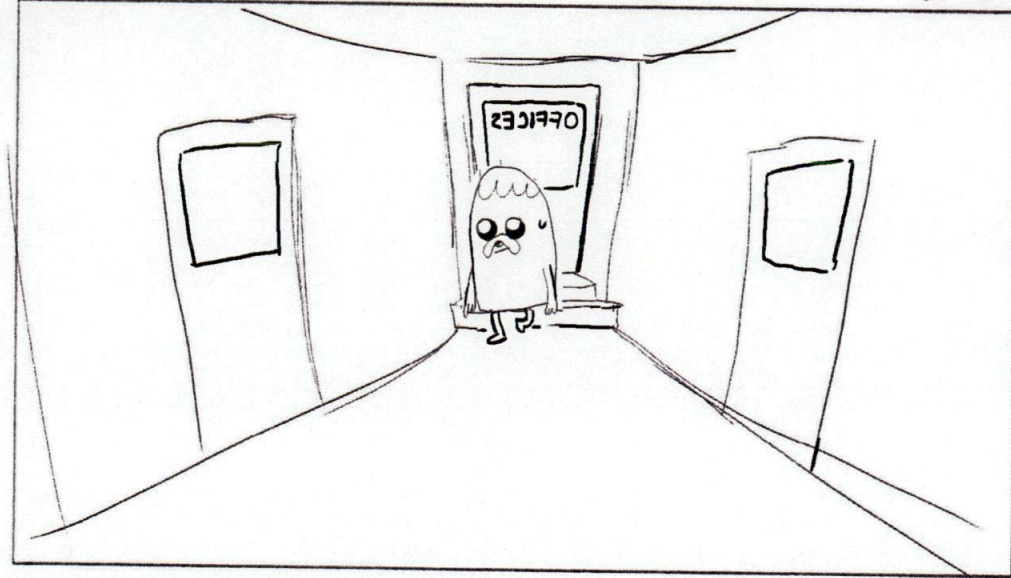


Sc. 89 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: * SHUT *

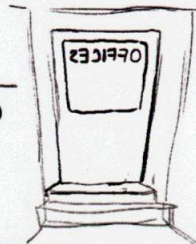
Action:

- J OPENS DOOR COMING IN FROM OUTSIDE

-JAKE WALKS IN, SHUTS DOOR BEHIND HIM.

Timing:

SP



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ADVENTURE TIME



NO SC'S
90-91

Sc. 89 *cont*

Pnl. C

Bg.

day night

Sc.

Pnl.

Bg.

Page *123*
NO PGS 124-127
day night



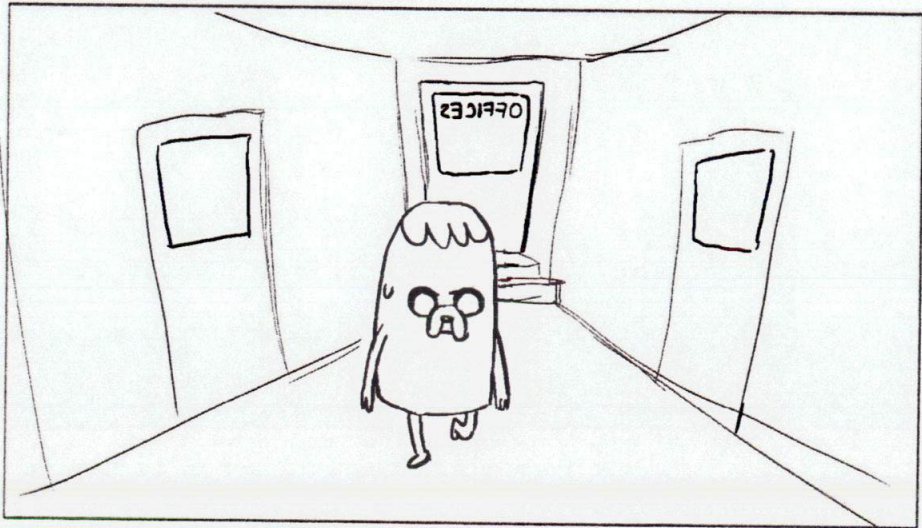
Dialog:

Action:

— JAKE WALKS TOWARDS FIRST DOOR

Timing:

①



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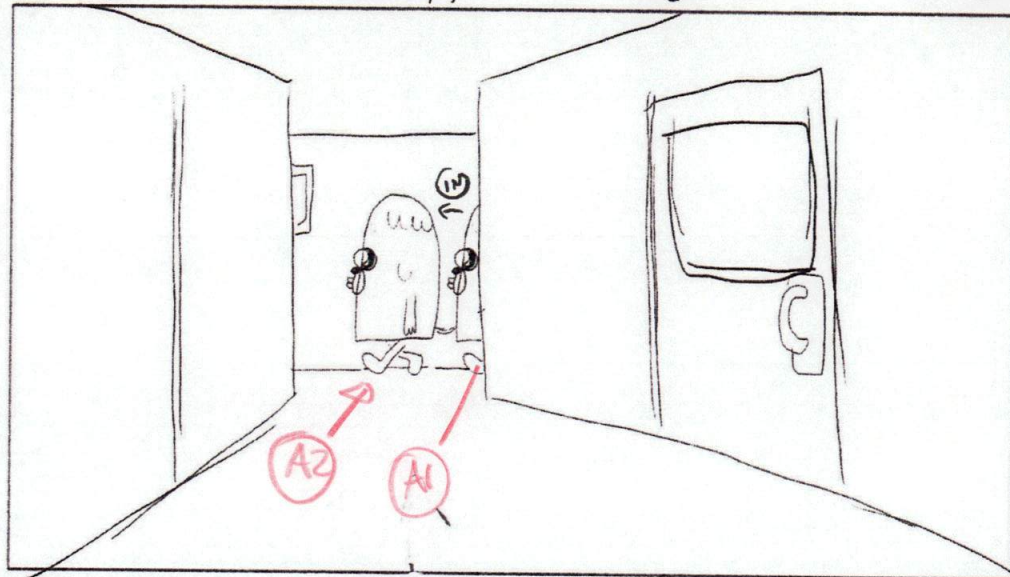
Page 128

Sc. 92

Pnl. A

Bg.

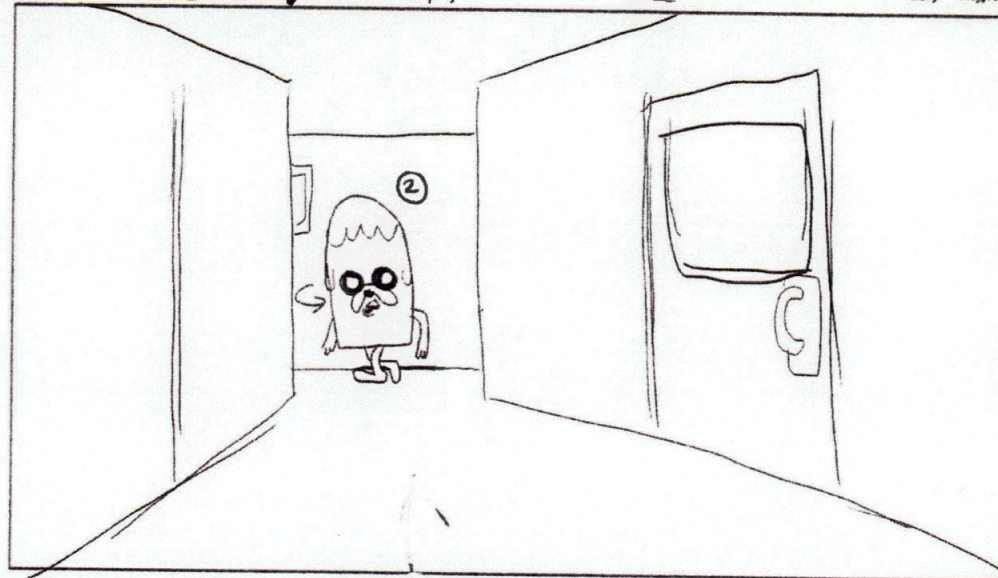
day night



Sc. 92 *CONT* Pnl. B.

Bg.

day night



Dialog:

SFX: BRRBBRR!!!!

(SOFT HORSE NOISE???)

J/ What the.. horse??

Action:

JAKE WALKS IN

JAKE STOPS AND TURNS!

Timing:

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ADVENTURE TIME



Page 129

129A NEXT

Sc. 92 CONT

Pnl. C

Bg.

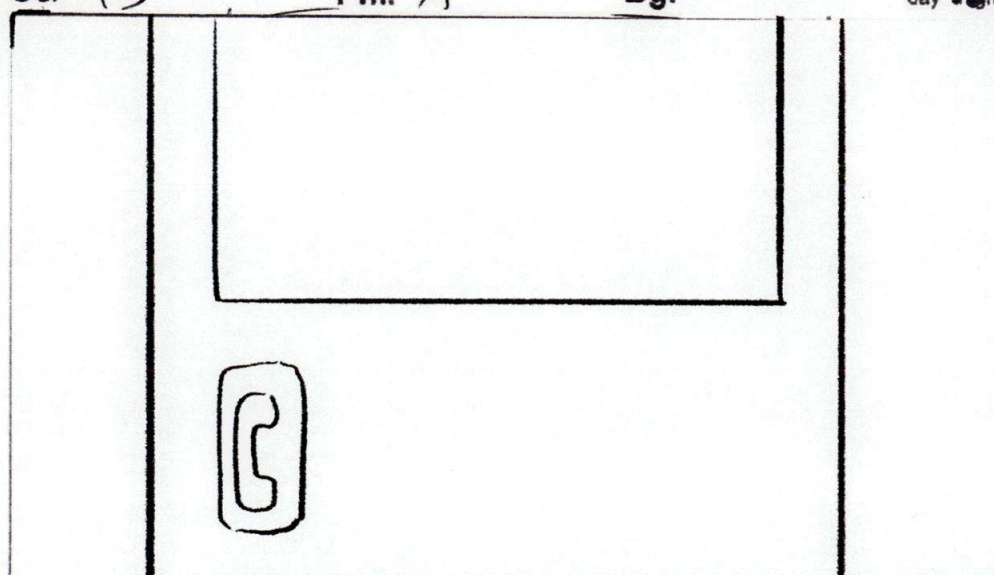
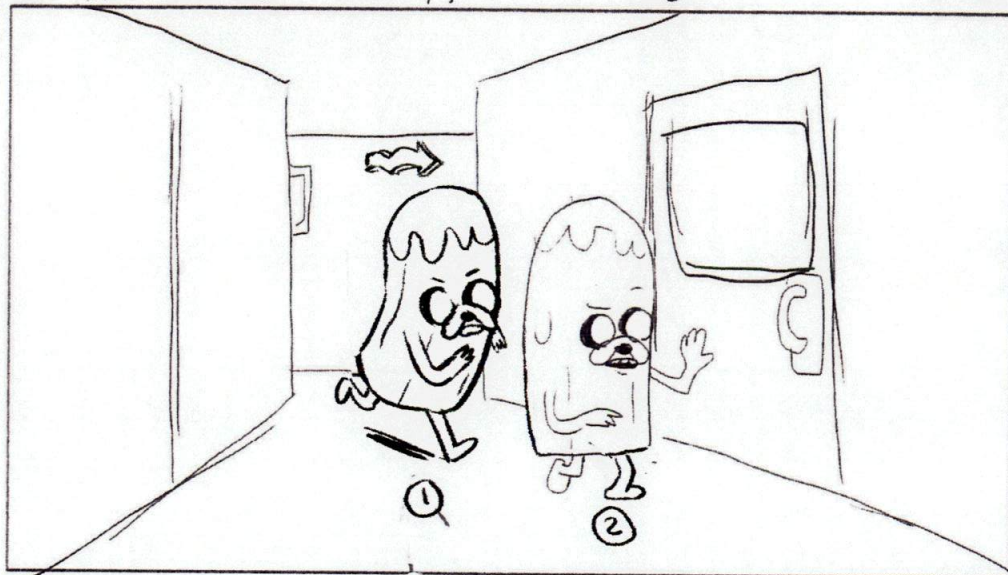
day night

Sc. 93

Pnl. A

Bg.

day night



Dialog:

Action:

J WALKS OVER TO DOOR AND PUTS HIS ARM OUT TO OPEN IT

Timing:

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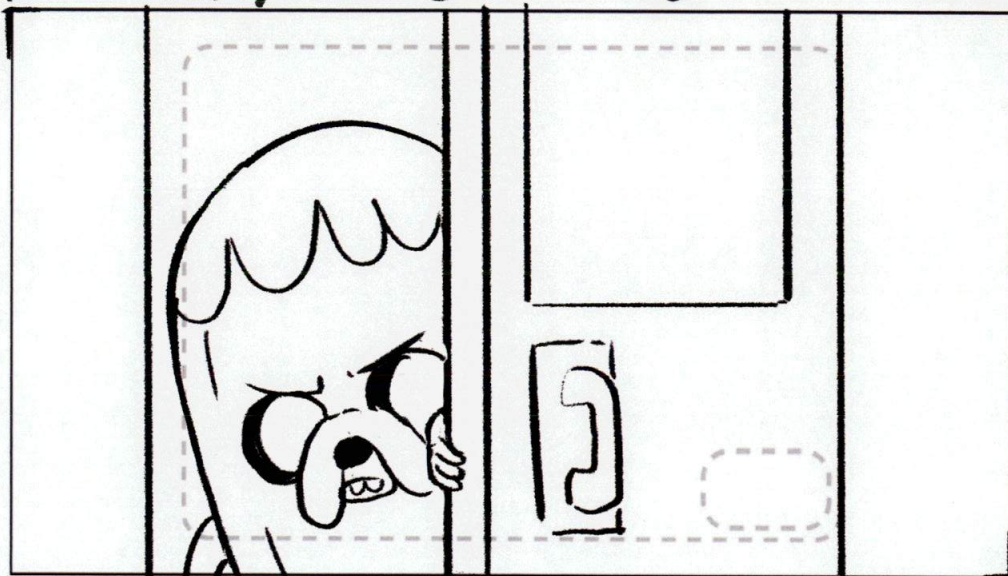


Page 129A
130 NEXT

Sc. 93 CONT Pnl. B

Bg.

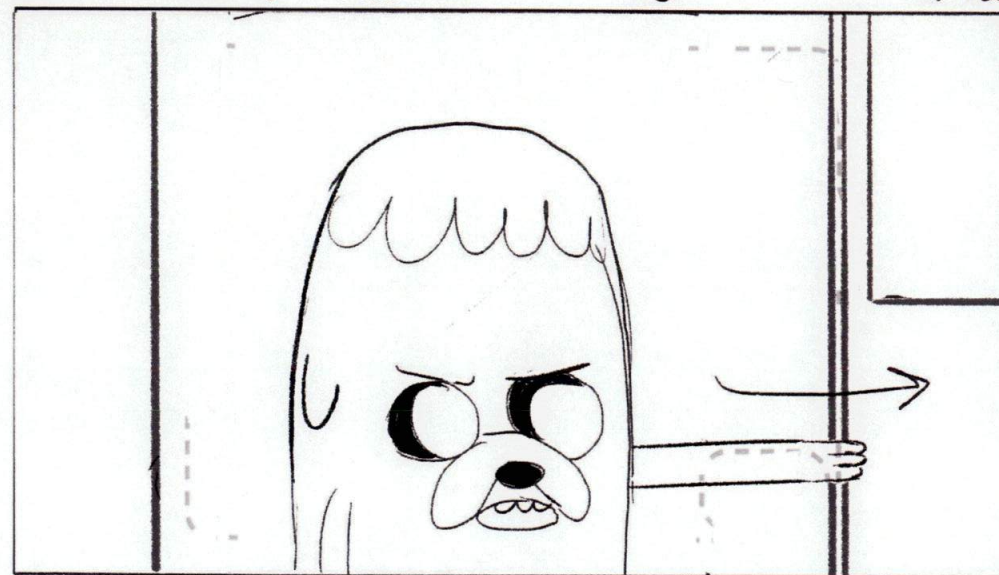
day night



Sc. 93 CONT Pnl. C

Bg.

day night



Dialog:

J/ HEY MAN IS THERE A HORSE IN-

Action:

J OPENS DOOR AND ASKS HIS
 QUESTION AT THE SAME TIME

Timing:

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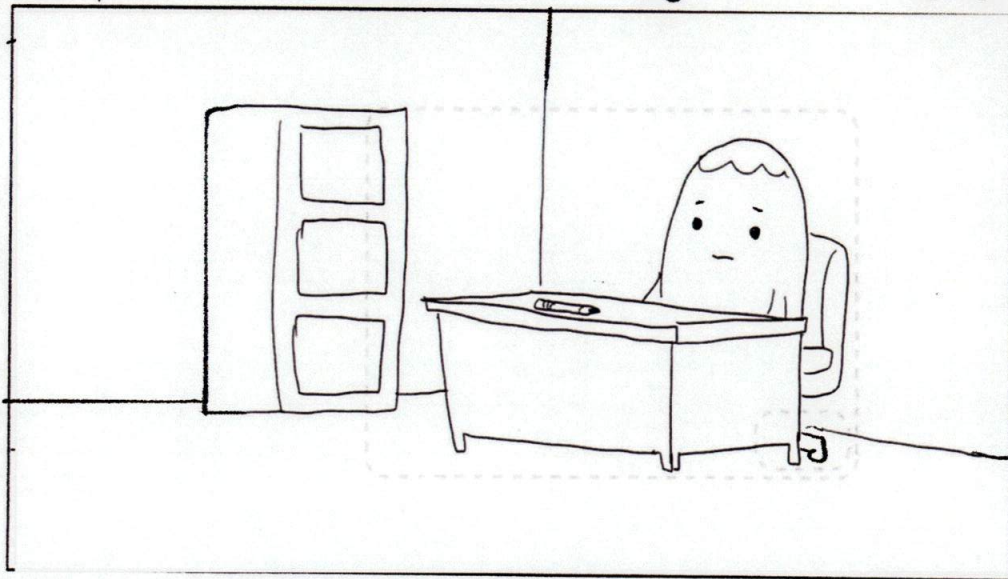
Page 130

Sc. 94

Pnl. A

Bg.

day night



Sc. 94 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX/ UNSEEN DRAWER DOOR CLOSING

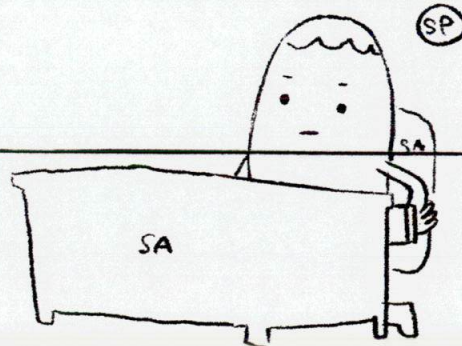
BG# 1: Hmm?

Action:

YOU SEE HIS ARM MOVE TO CLOSE THE ^{DRAWER} AND HE LOOKS UP

PLACES HANDS ON DESK AND LEANS FORWARD

Timing:



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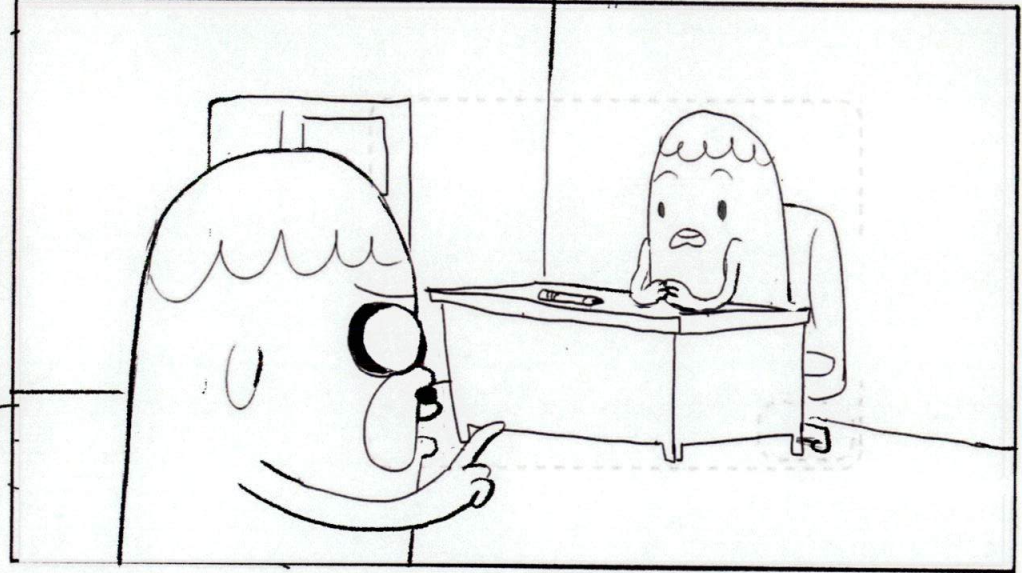
Page 131

Sc. 94 *CONT*

Pnl. C

Bg.

day night

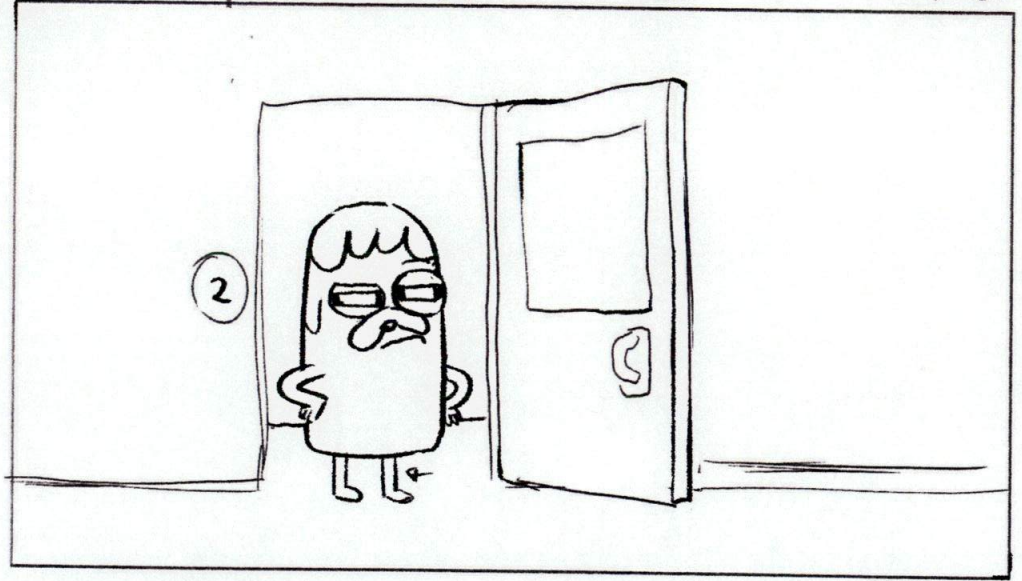


Sc. 95

Pnl. A

Bg.

day night



Dialog:

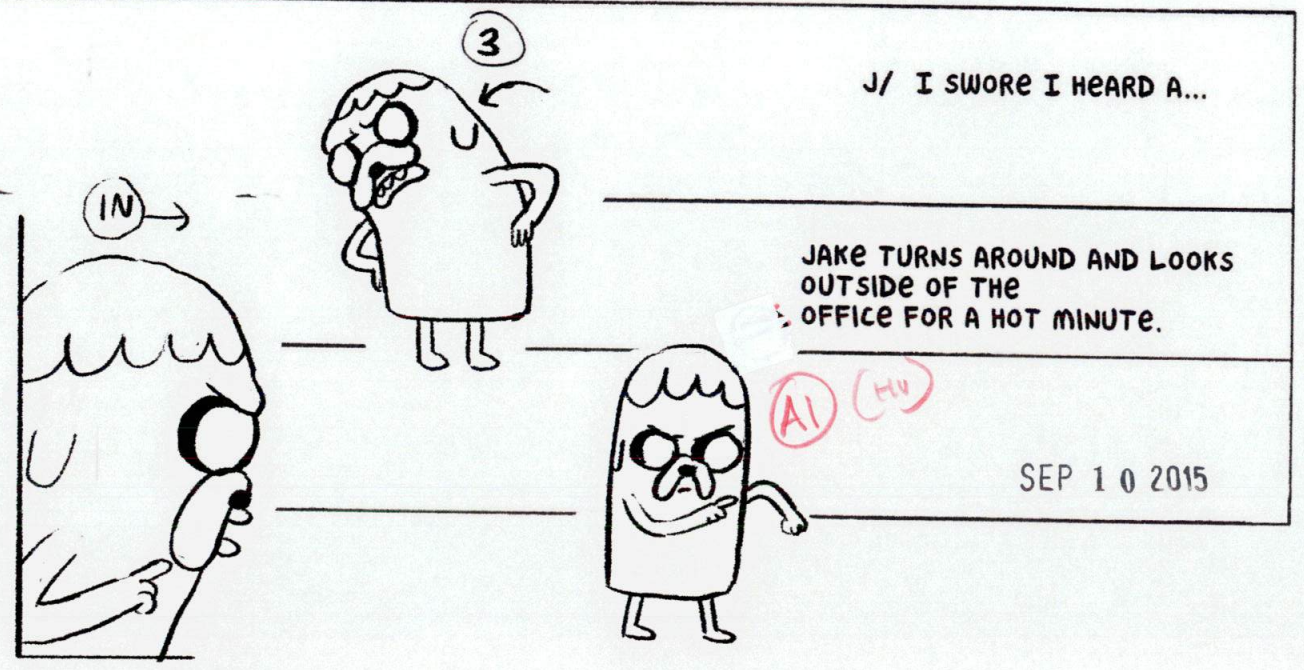
J/ HEY WHAT WAS THAT?

BG #1 NOTHING!

Action:

CAMERA PANS, JAKE ENTERS AND POINTS.
BG SHRUGS

Timing:



J/ I SWORE I HEARD A...

JAKE TURNS AROUND AND LOOKS
OUTSIDE OF THE
OFFICE FOR A HOT MINUTE.

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ADVENTURE TIME



Sc. 95 *cont*

Pnl. B

Bg.

day night

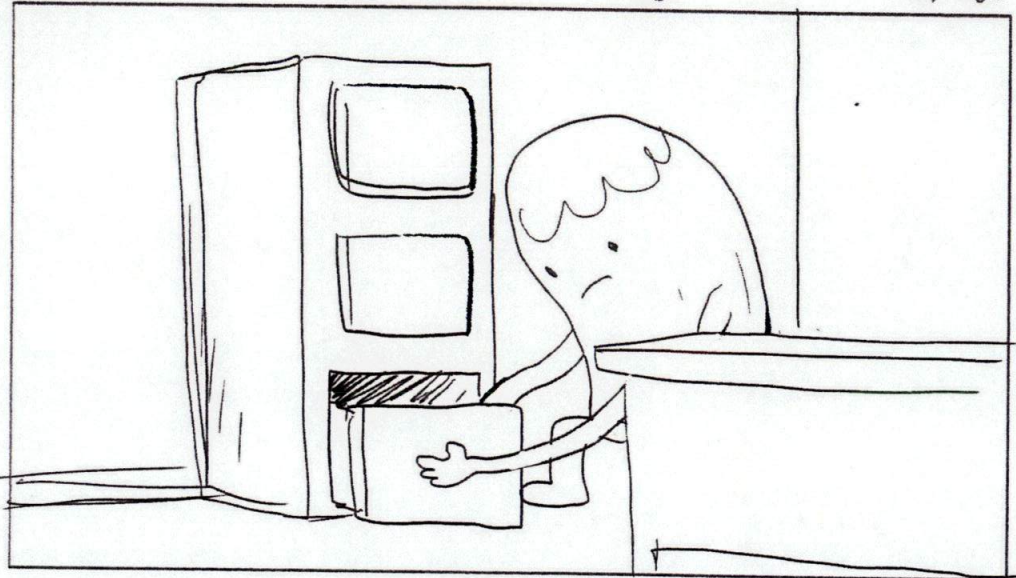


Sc. 96

Pnl. A

Bg.

day night



Dialog:

SFX / NEIGH

J/ WUH-

Action:

- J WHIPS HIS HEAD ONLY AROUND AT THE NOISE!

- BG IS LOOKING AT SOMETHING IN THE FILE CABINET

Timing:

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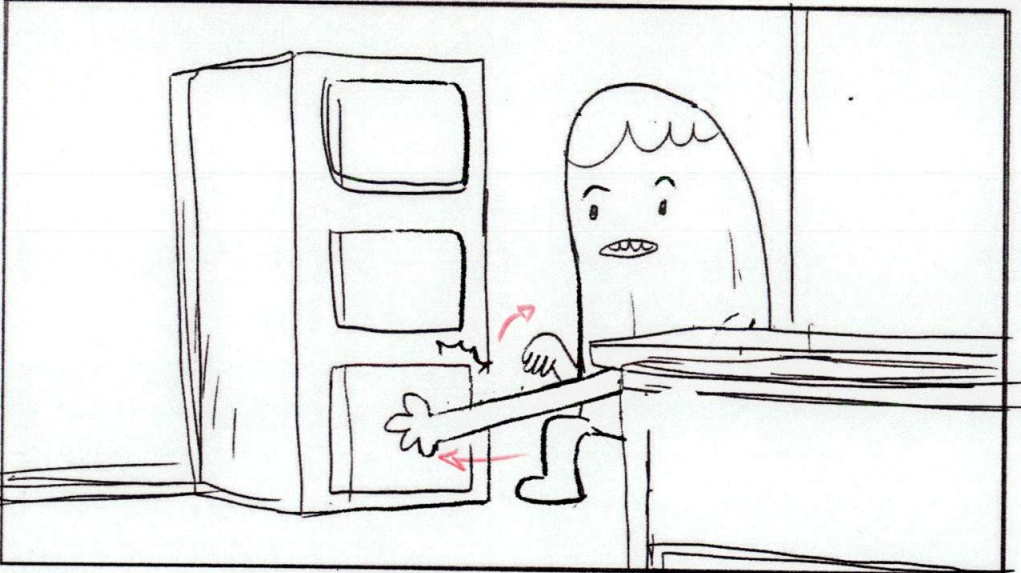
Page 133

Sc. 96 *CONT*

Pnl. B

Bg.

day night



Sc. 97

Pnl. A

Bg.

day night



Dialog:

BG#1: FILES.

Action:

- BG #1 QUICKLY SHUTS THE DRAWER AND LOOKS UP AT J

ⓐ WHAT? ⓐ



- J PLACES HANDS ON HIPS, NARROWS eyes

Timing:

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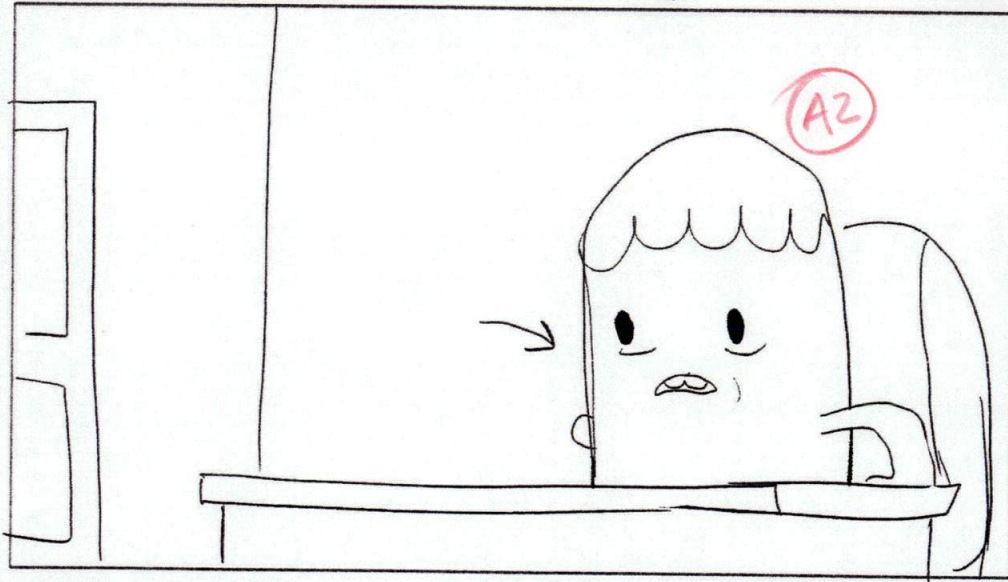
Page 134

Sc. 98

Pnl. A

Bg.

day night

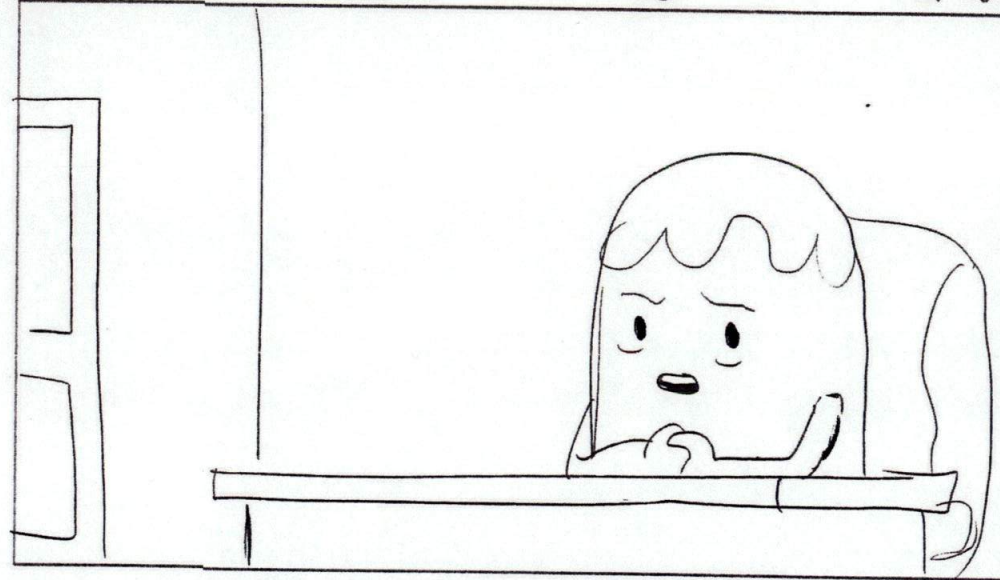


Sc. 98 *cont*

Pnl. B

Bg.

day night



Dialog:

BG#1: ALL FILES.

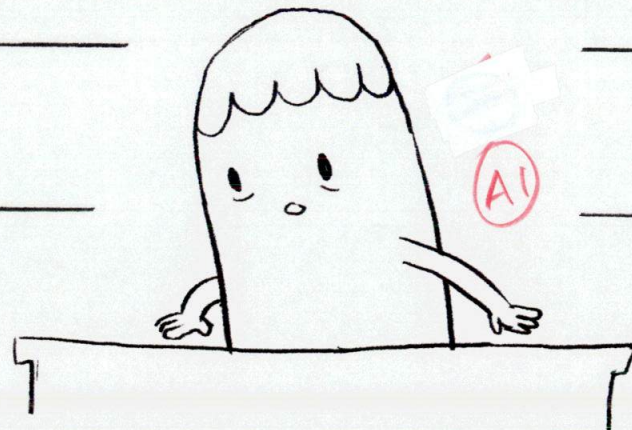
BG#1: PLEASE GO AWAY.

Action:

GOES TO SIT BACK IN HIS DESK, EYES THE FILE CABINET WHILE HE DOES.

CLASPS HANDS TOGETHER AND STARES AT JAKE

Timing:



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ADVENTURE TIME

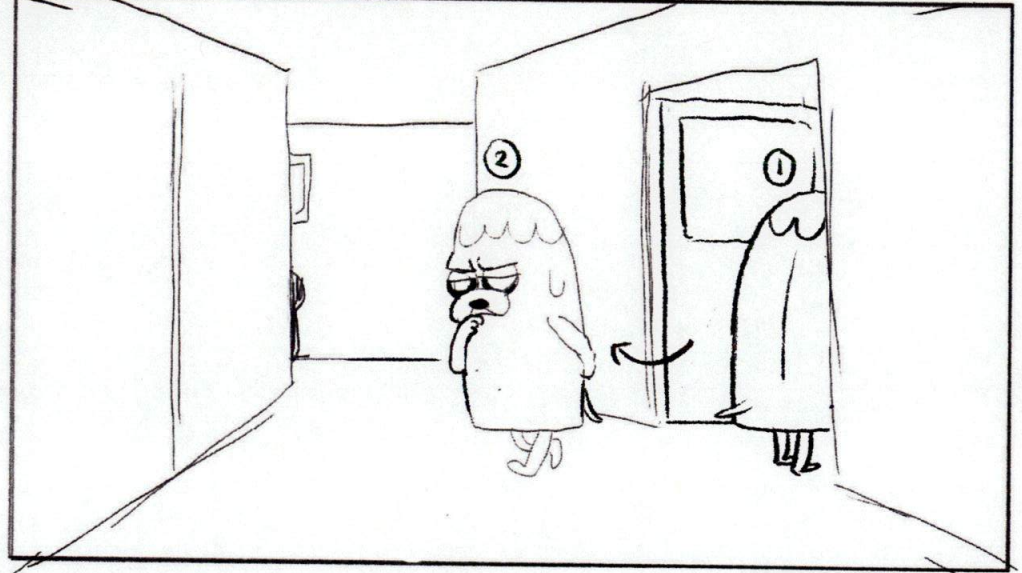


Page 135

Sc. 99 Pnl. A Bg. day night



Sc. 100 Pnl. A Bg. day night



Dialog: ① J/ mmmm (... ② OKAY.

Action: - JAKE GIVES HIM THE STAREDOWN, ARMS CROSSED, BUT POINTS UP ① J WALKS OUT OF THE DOORWAY

Timing: SEP 10 2015



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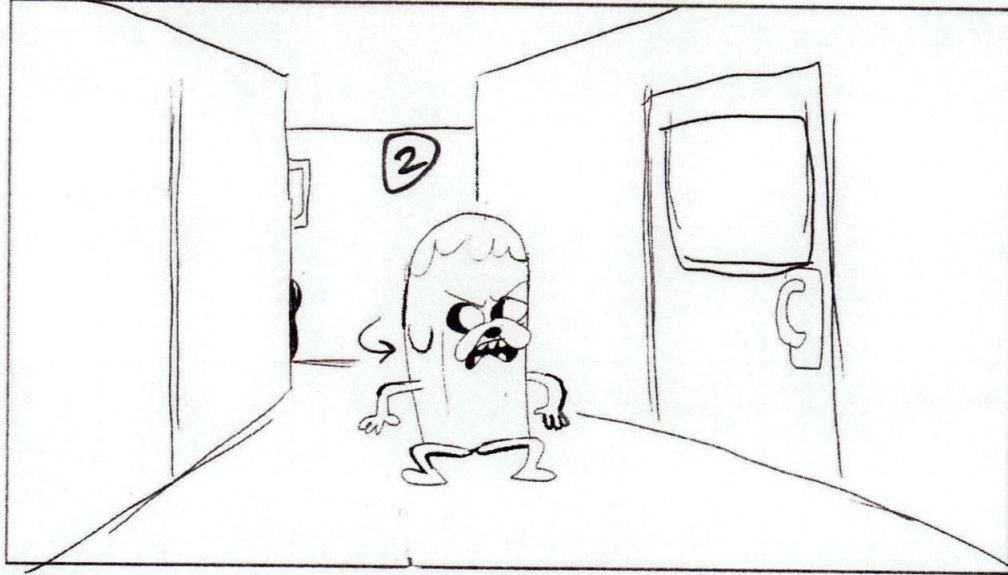
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Sc. 100 *cont* Pnl. B.

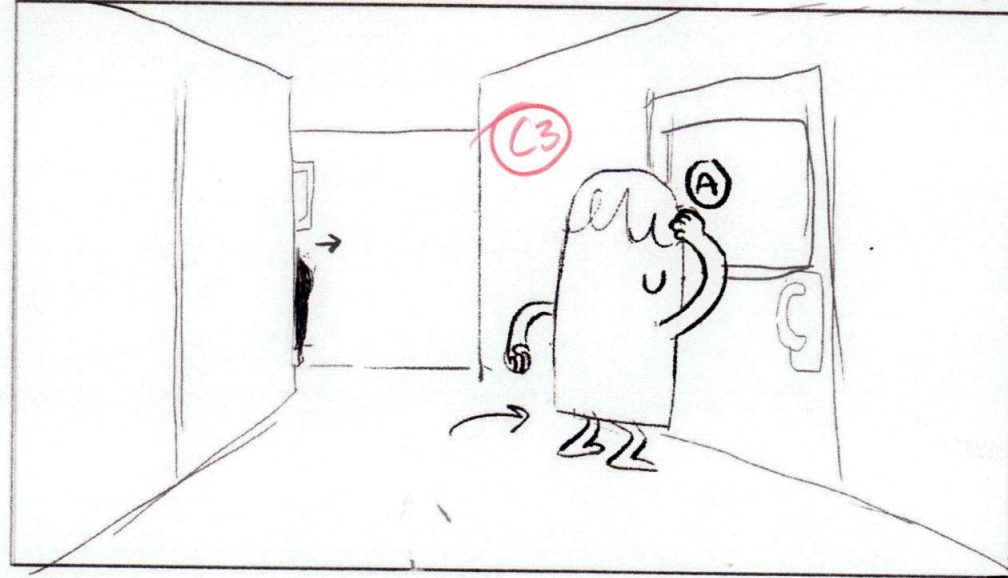
day night



Sc. 100 *cont* Pnl. C

Bg.

day night



Dialog:

J/ hey!!

SFX: *SLAM - NEIGH *click

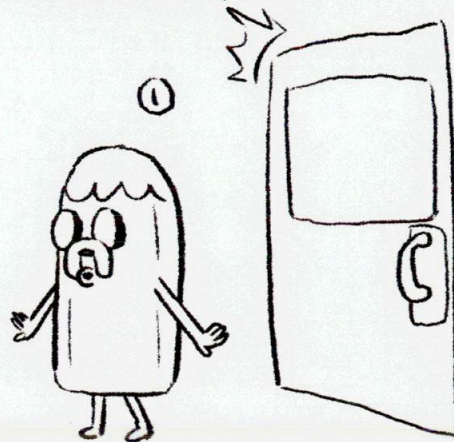
⑤ 'I WANT BACK IN THERE NOW, C'MON!'

Action:

DOOR CLOSES REAL QUICK AND LOCKS BEHIND J, J TURNS AROUND ANGRY AT IT

J BANGS ON THE DOOR WITH RIGHT HAND!
A DARK FIGURE SLIDES OUT FROM BEHIND THE CORNER

Timing:



①, THEN CYCLE
A, B, A, B, etc.



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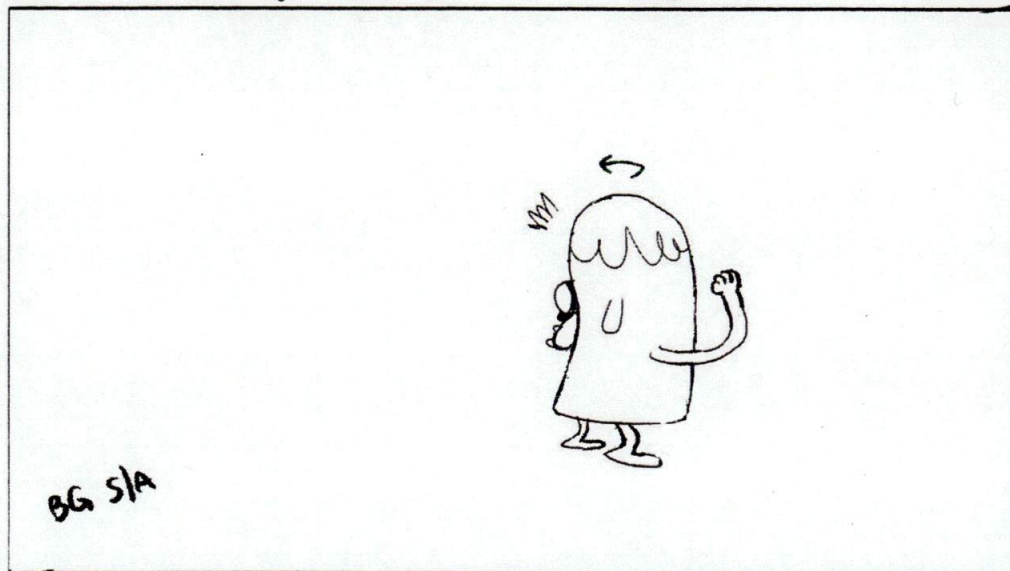


Page 137

Sc. 100 *cont* Pnl. D

Bg.

day night

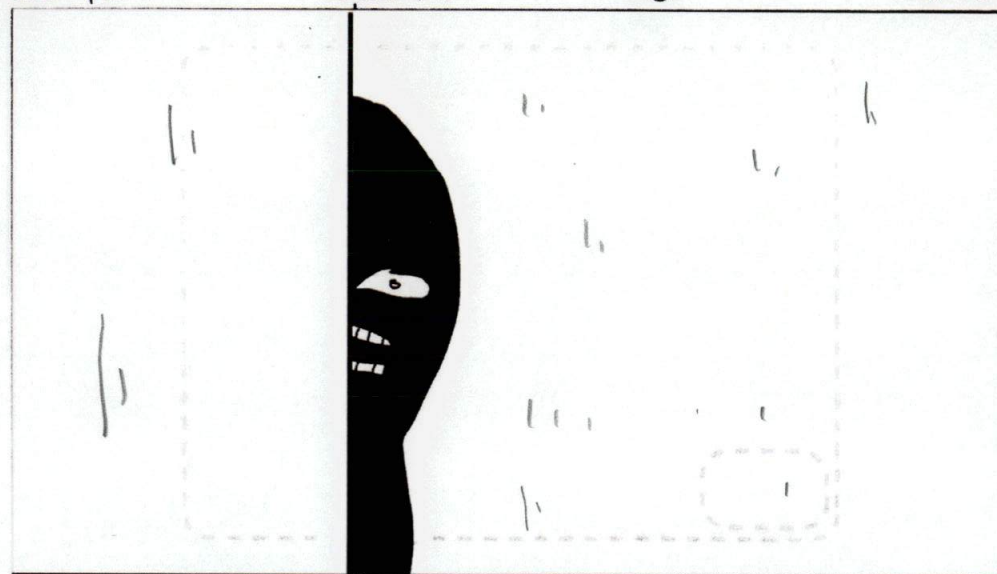


Sc. 101

Pnl. A

Bg.

day night



Dialog:

DUMMY: [WHISPER] I LOVE YOU...

SFX/ LIGHT WIND IN THE DISTANCE

Action:

- J TURNS AROUND TO NOTICE THE DARK FIGURE

- DUMMY.

STARES UNMOVINGLY

DARK FIGURE SLOWLY SLIDES BACK BEHIND THE CORNER

Timing:

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+ END PANEL

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ADVENTURE TIME



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Sc.

Pnl.

Bg.

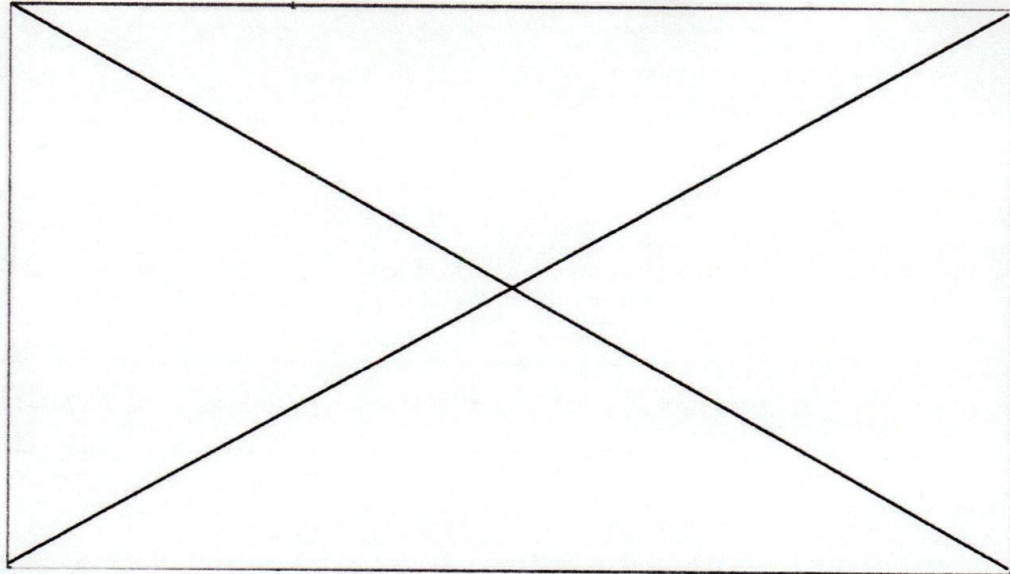
day night

Sc. 102

Pnl. A

Bg.

day night



Dialog:

① "eeeeuuuu..."

Action:

Timing:

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Page 139

Sc. 102 CONT

Pnl. B

Bg.

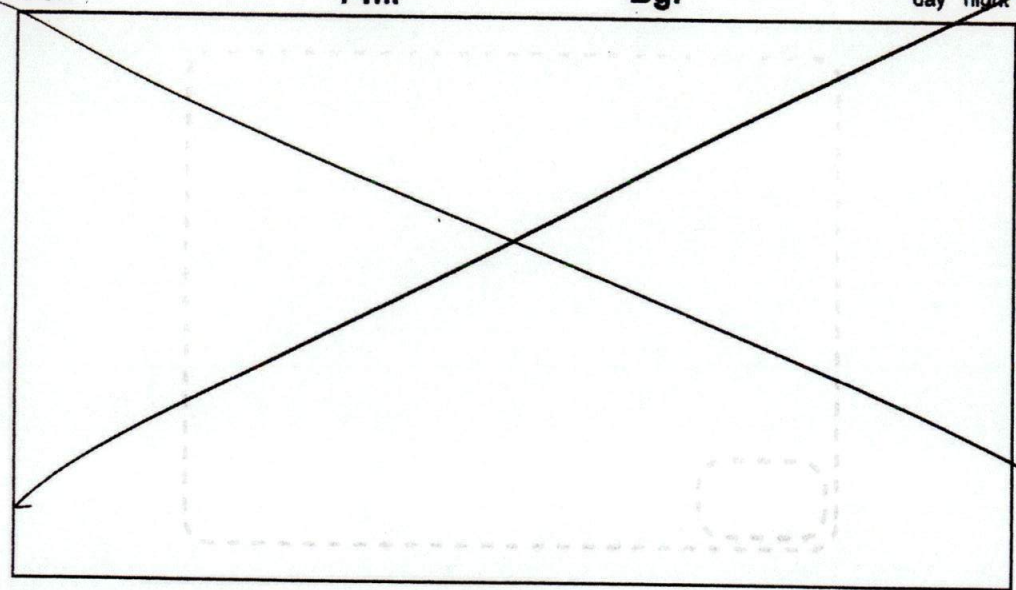
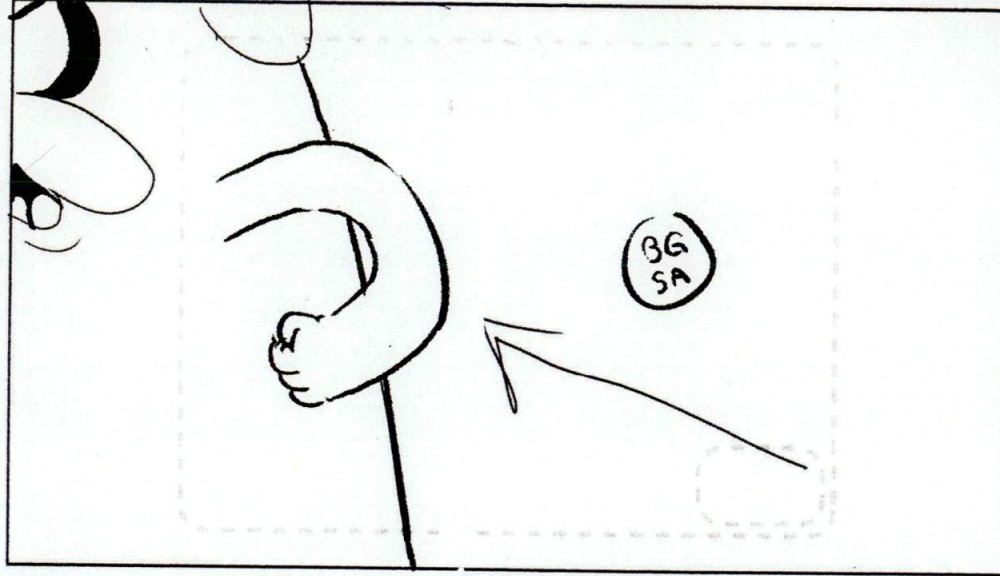
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

— DETERMINED BUT SCARED, JAKE RUNS OFF AFTER IT

Timing:

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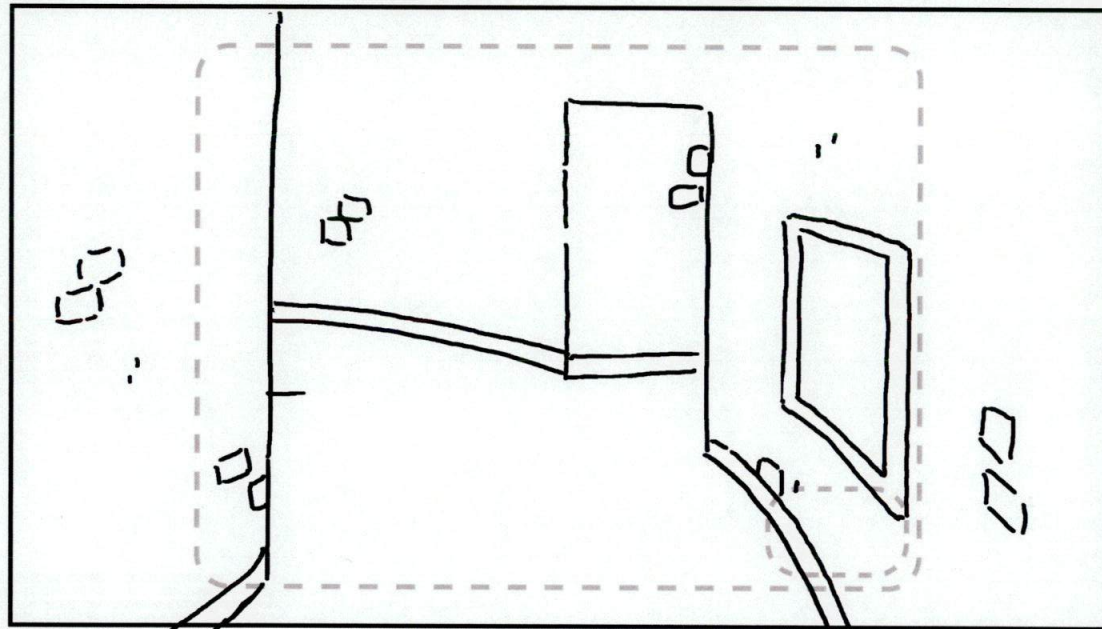


Sc. 103

Pnl. A

Bg.

day night

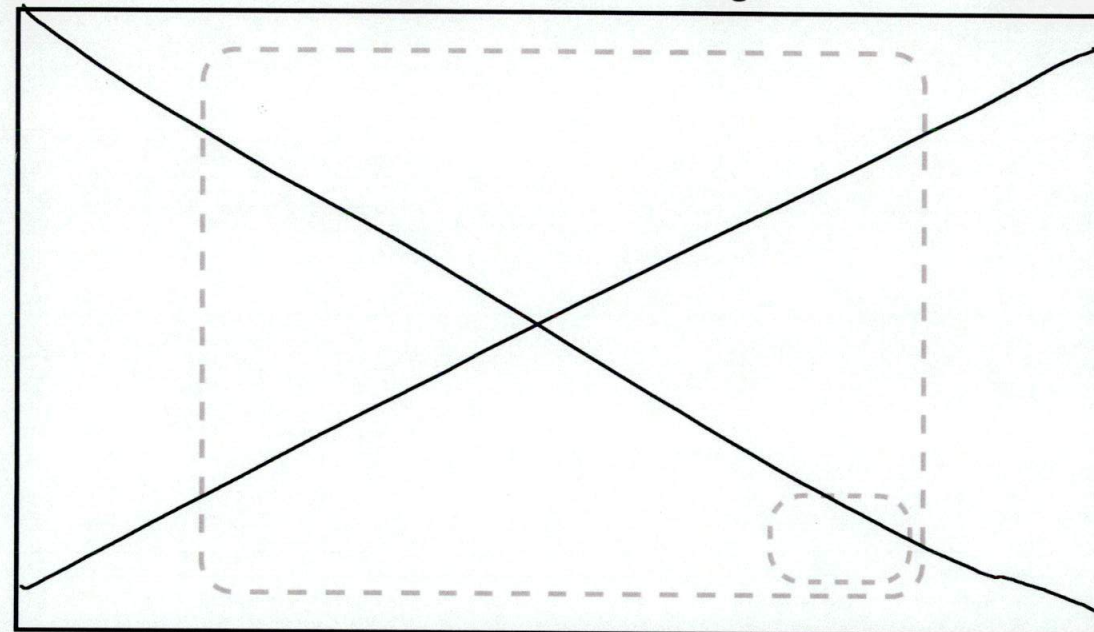


Sc.

Pnl.

Bg.

Page 140
140A NEXT
day night



Dialog:

Action:

Timing:

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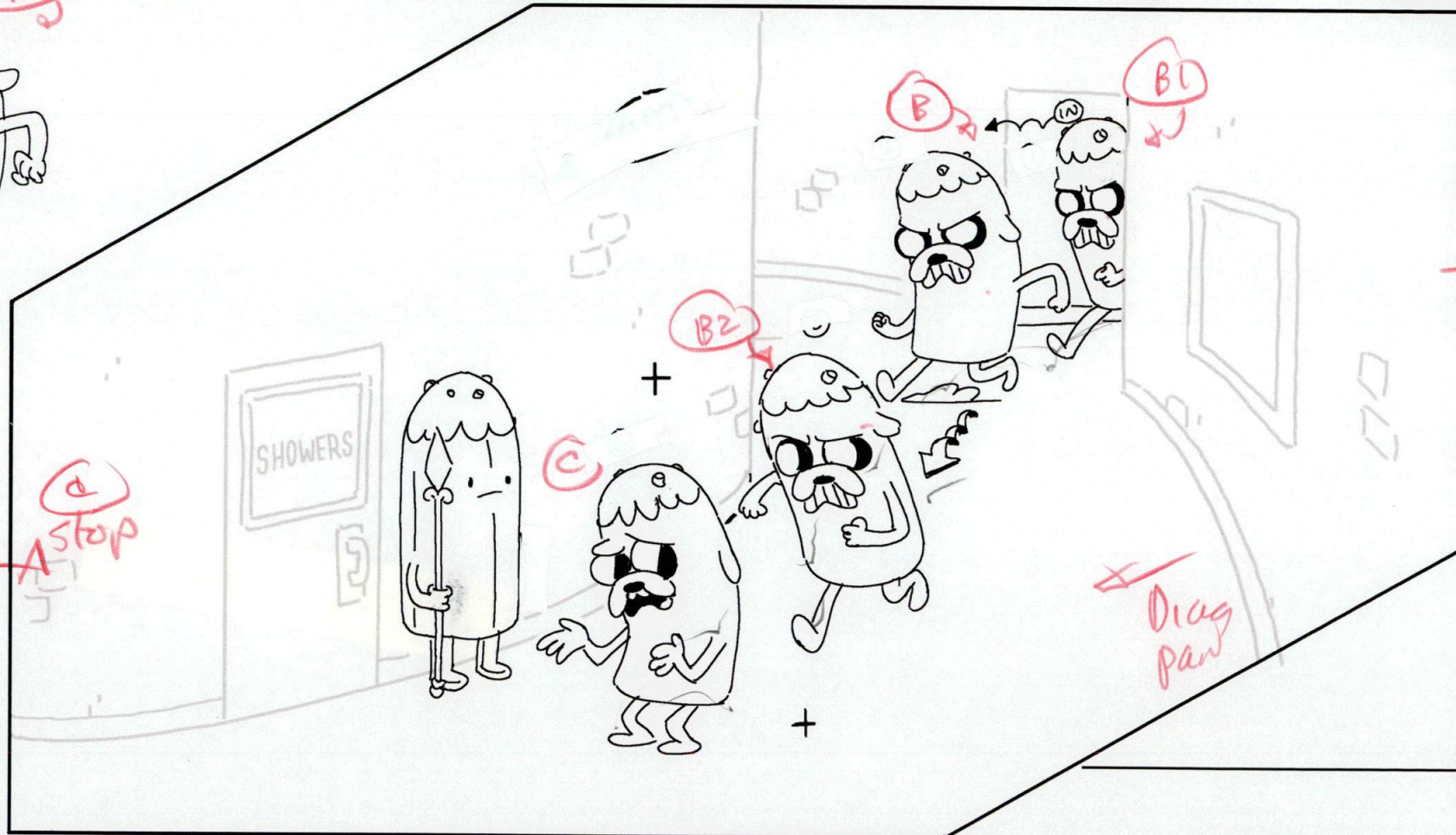
ADVENTURE TIME



Sc. 103 *CONT* Pnl. B

Bg.

Page *140A*
141 NEXT
day night



Dialog:

J/ *HUFFING* HEY... DID YOU SEE A... A..
HUFFING.....SOMETHING COME BY HERE?

Action:

J SKIDS AS HE TAKES THE TURN DOWN THE HALLWAY, J RUNS UP TO THE BANANA GUARD, CAMERA FOLLOWS JAKE, J STOPS AND TRIES TO FIND THE WORDS

Timing:

FOR DIALOGUE CYCLE POSES

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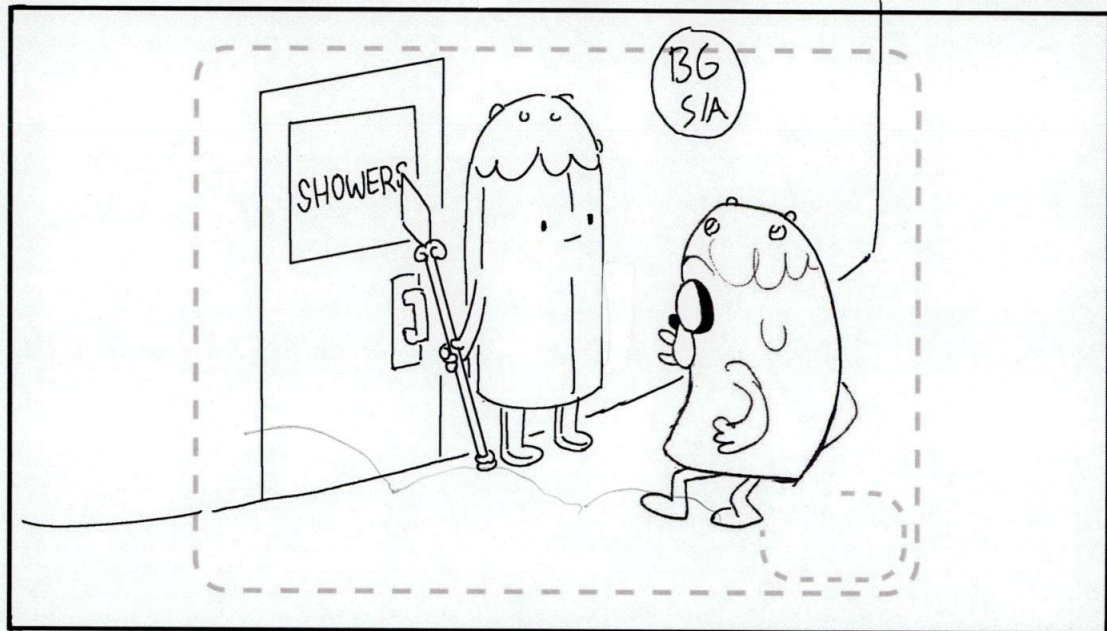


Sc. 103 *cont* Pnl. *D* Bg.

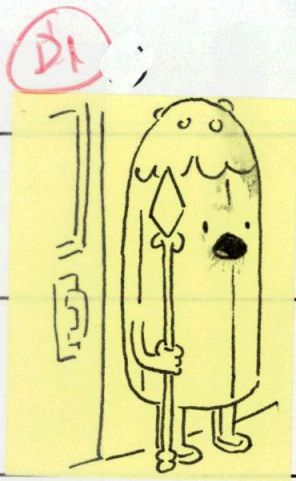
day night

Sc. 103 *cont* Pnl. *E* Bg.

day night



Dialog:	
<u>BG #2</u> NO, JUST ME AND THIS DOOR HERE	① OO YEAH - showers
Action:	
BG USES SPEAR TO MOTION TO THE DOOR	SEP 10 2015
Timing:	



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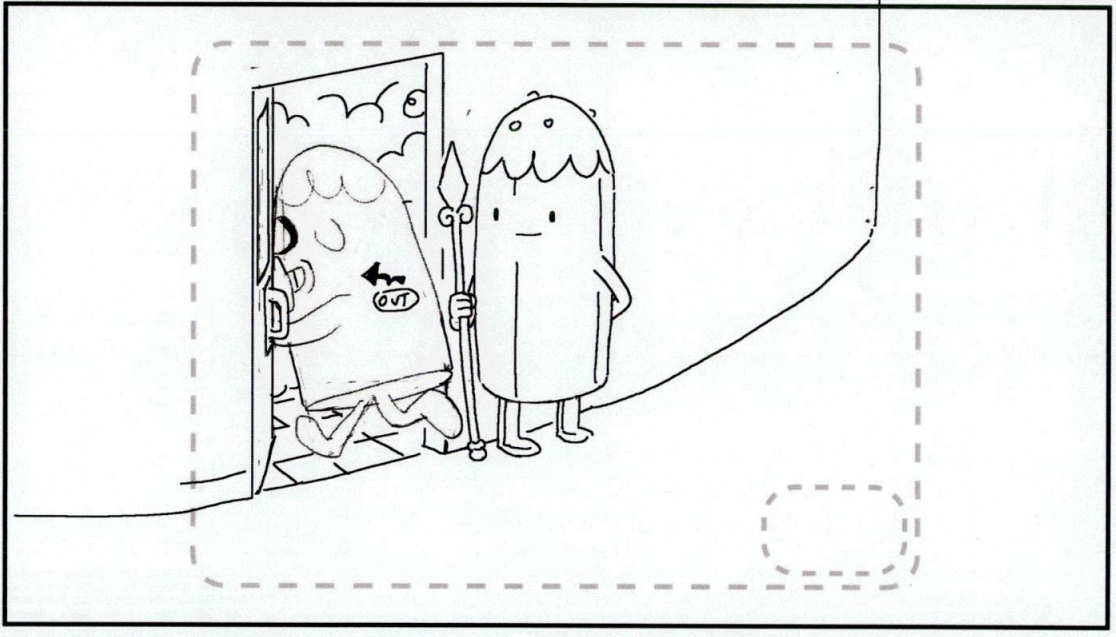
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Sc. 103 *cont* Pnl. *F* Bg.


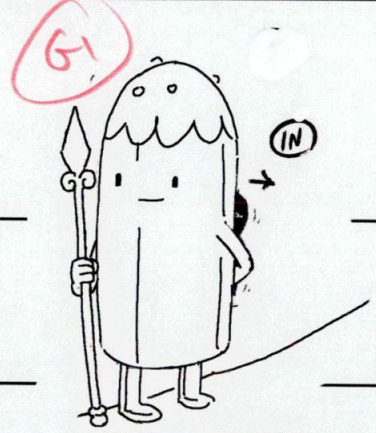
day night



Sc. 103 *cont* Pnl. *G* Bg.

Page 142
142A NEXT
day night



Dialog:	
	
A ¹ J GOES RIGHT INTO THE SHOWERS, BG WATCHES WITH ARM BEHIND HIM.	DOOR CLOSES, AND THE DARK FIGURE SLIDES FROM BEHIND THE BG. BGS ARM MOVES SLIGHTLY TOO TO SHOW IT'S CONTROL OVER DF
Timing:	
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ADVENTURE TIME



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Sc. 104

Pnl. A

Bg.

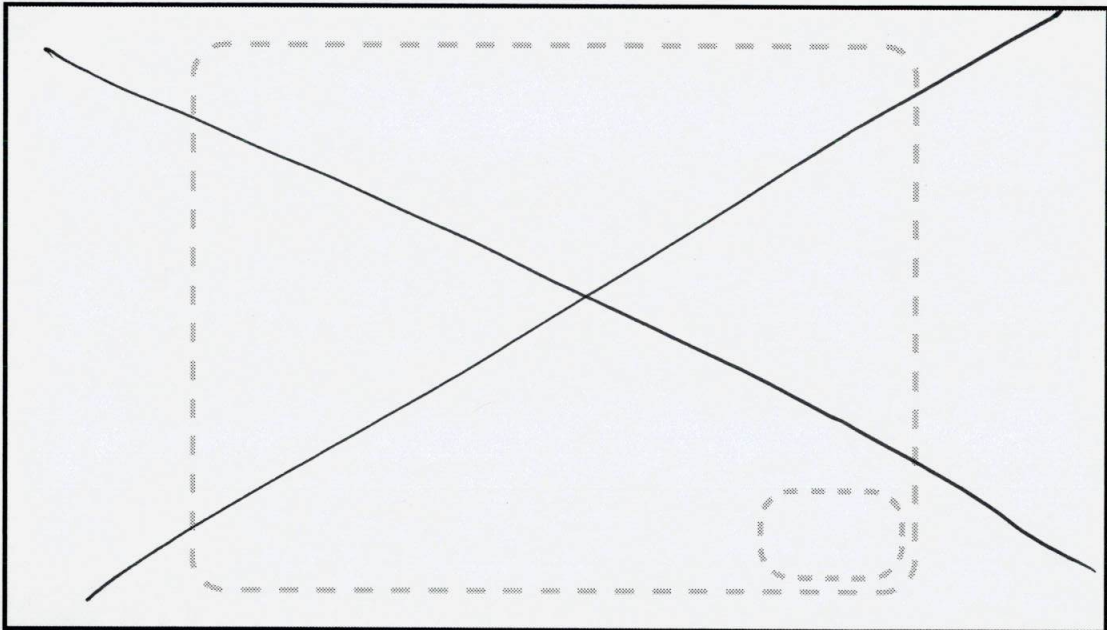
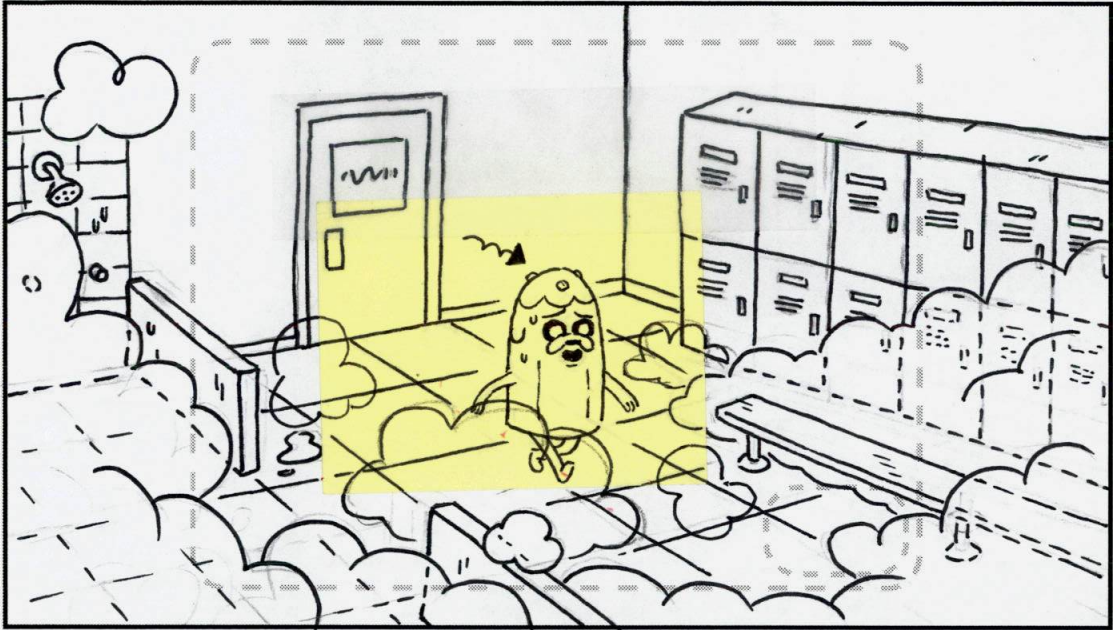
day night

Sc.

Pnl.

Bg.

day night

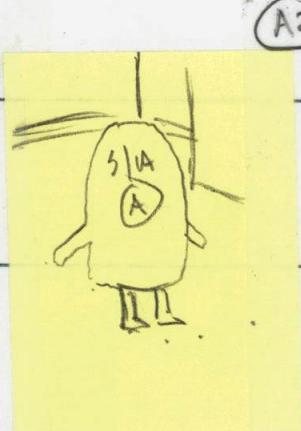


Dialog: J: SWEET HOT SHOW' TO GET MY HEAD
BACK ON STRAIGHT."

SINGING B. GUARD: (O.S.) BEAUTIFUL SINGING.

Action: IT'S STEAMY AS HELL IN THE SHOWER ROOM.
VISIBILITY IS LOW. JAKE WALKS IN.

Timing:



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ADVENTURE TIME

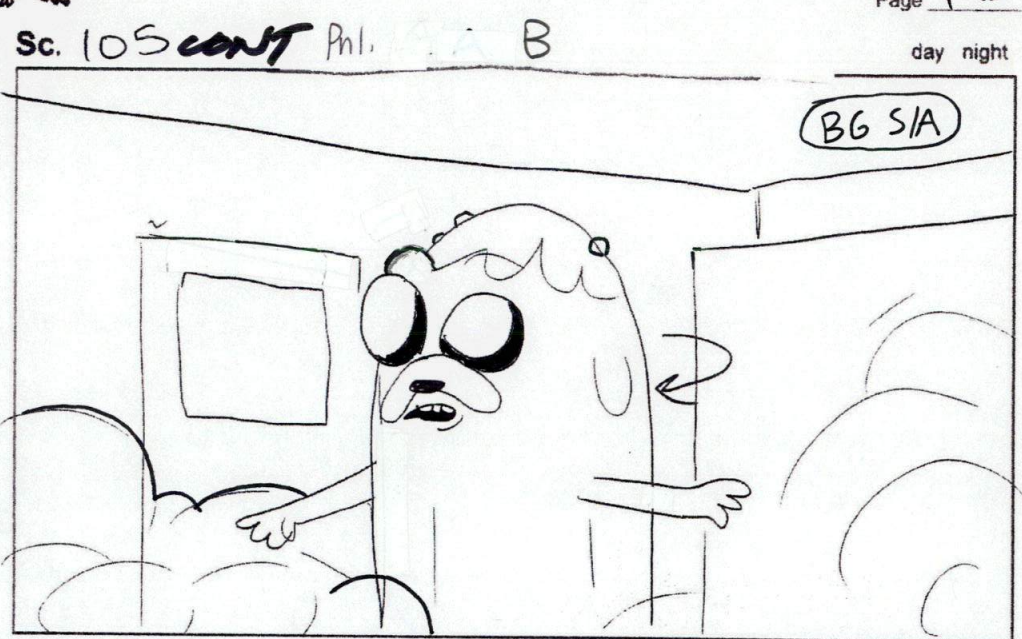
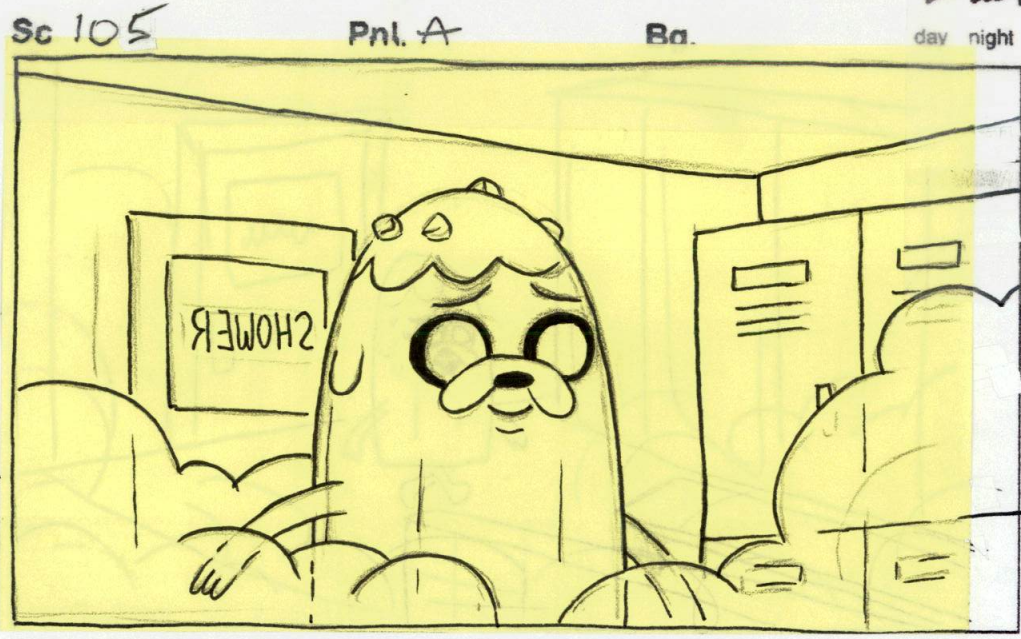


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Dialog:	<p><u>SBG</u>: [SINGING CONTINUES]</p> <p><u>SBG</u>: SINGING BECOMES LOUDER AND MORE PRONOUNCED</p>
Action:	<p>JAKE TURNS TO LOOK IN ITS DIRECTION</p>
Timing:	<p>SEP 10 2015</p>

Production :

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ADVENTURE TIME

Sc. **105 CONT** Pnl. **C** Bg. day night



Dialog:

J/ OH THAT HEAVENLY SINGING!

SBG: [SINGING CONTINUES]

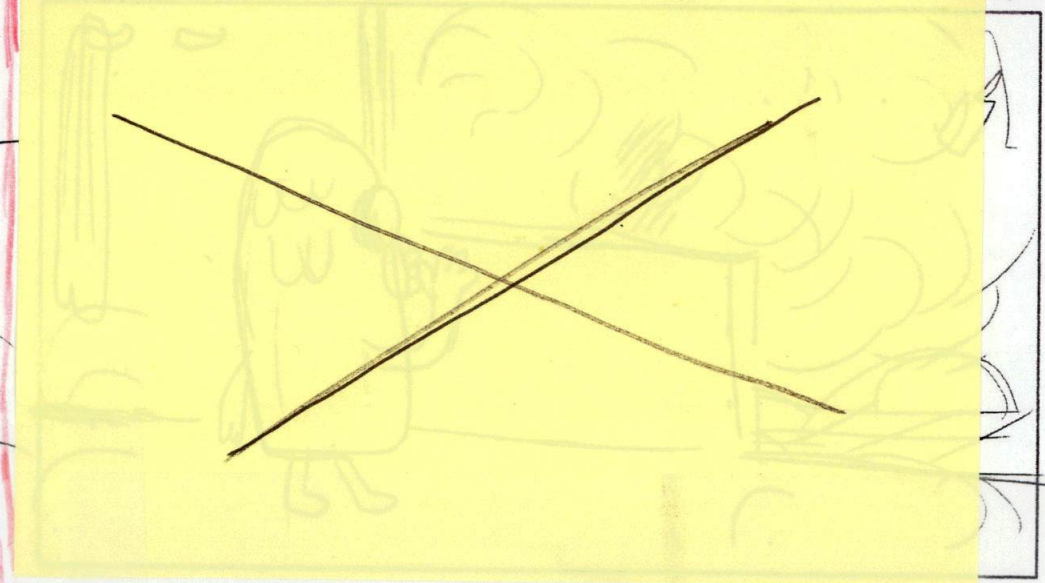
Action:

J CLASPS HIS HANDS TOGETHER AND FEELS LOVE

Timing:

SEP 10 2015

Sc. Pnl. Ba. day night



144A NEXT

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ADVENTURE TIME



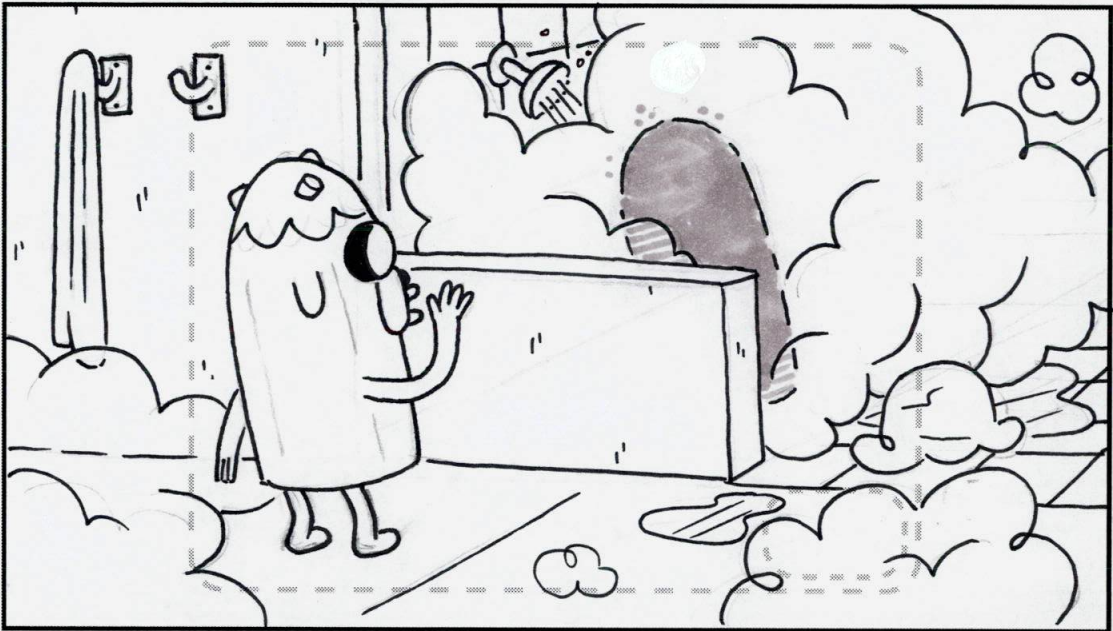
Page 144 A
145 NEXT
day night

Sc. 106

Pnl. A

Bg.

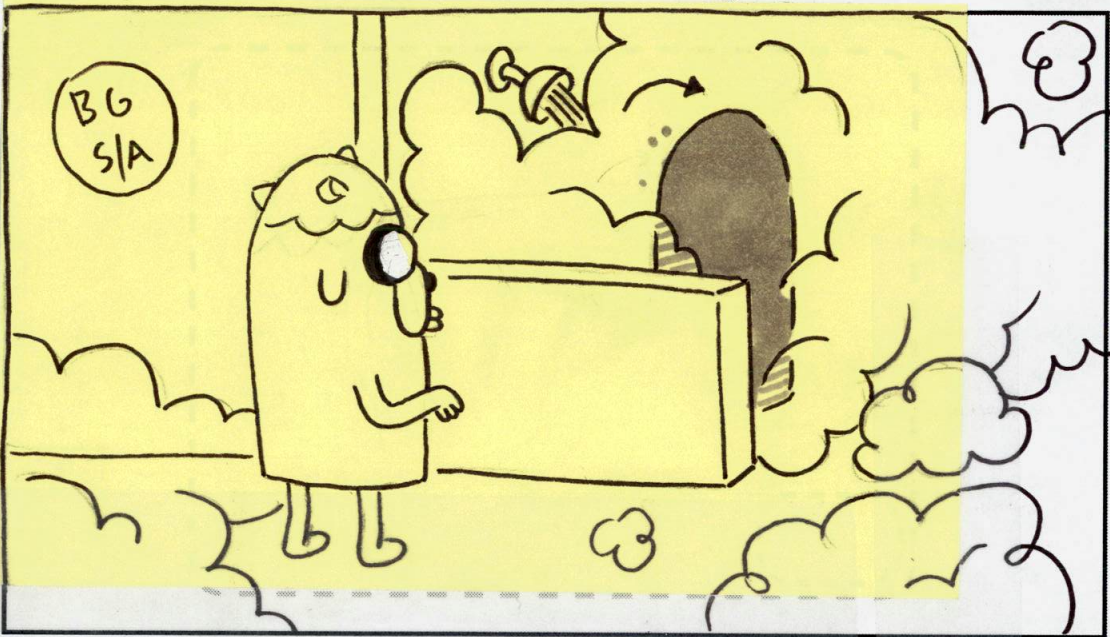
day night



Sc. 106 cont

Pnl. B

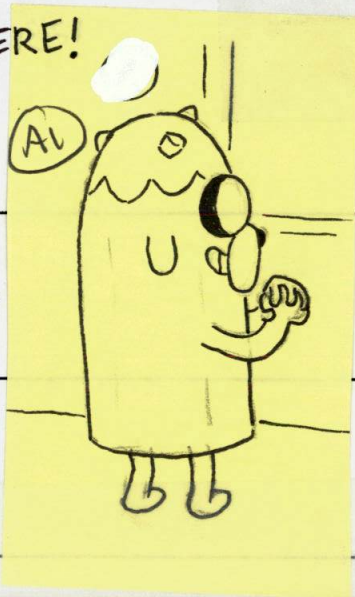
Bg.



Dialog:
J/ HEY! WHO'S SINGING IN THERE!
SBG: [SINGING CONTINUES]

Action:
J. HOLDS HAND UP TO SPEAK LOUDER.
THERE IS A FAINT SHADOW MOVING IN
THE DENSE STEAM OF THE SHOWER.

Timing:



SBG: SINGING STOPS SUDDENLY.
SFX/ FIZZ OF SHOWER STILL GOING.

SLIGHT FIGURE IN SHADOW IS STILL.
STEAM STILL ENGULFS MOST.

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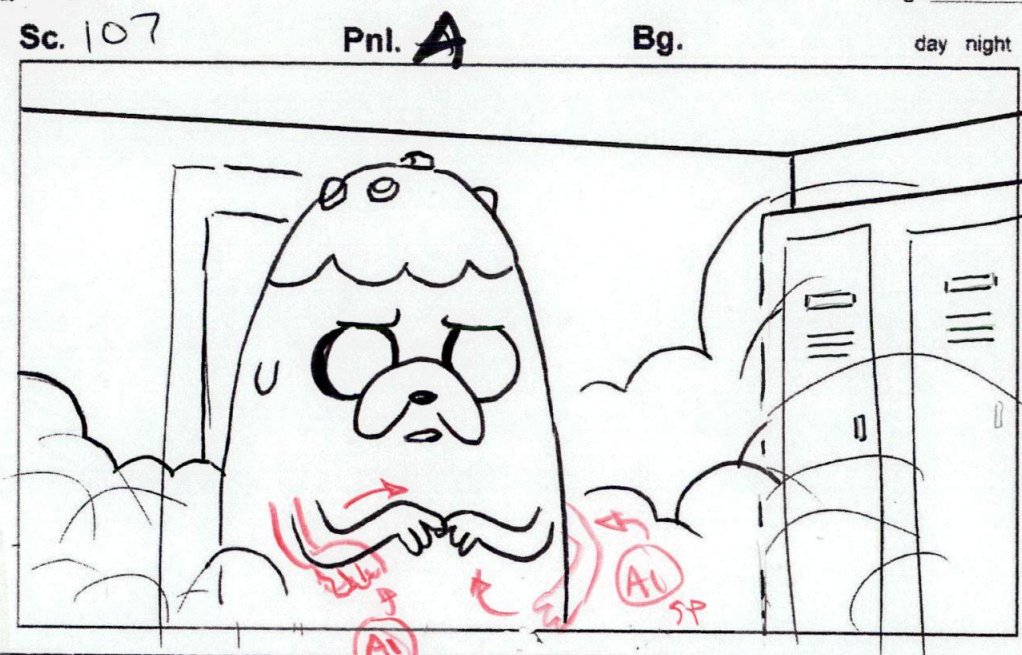
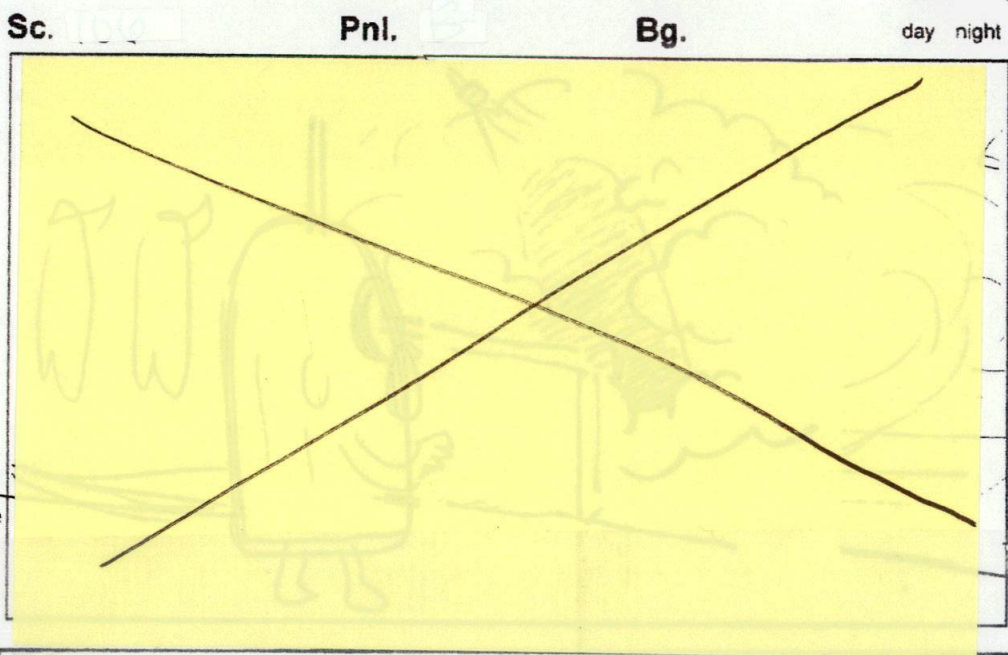
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ADVENTURE TIME



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Dialog:	
Action:	SFX/ SHOWER....
Timing:	JAKE PENSIVELY LOOKS ON

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ADVENTURE TIME



Page 146

Sc. 107 *CONT* Pnl. B

Bg.

day night

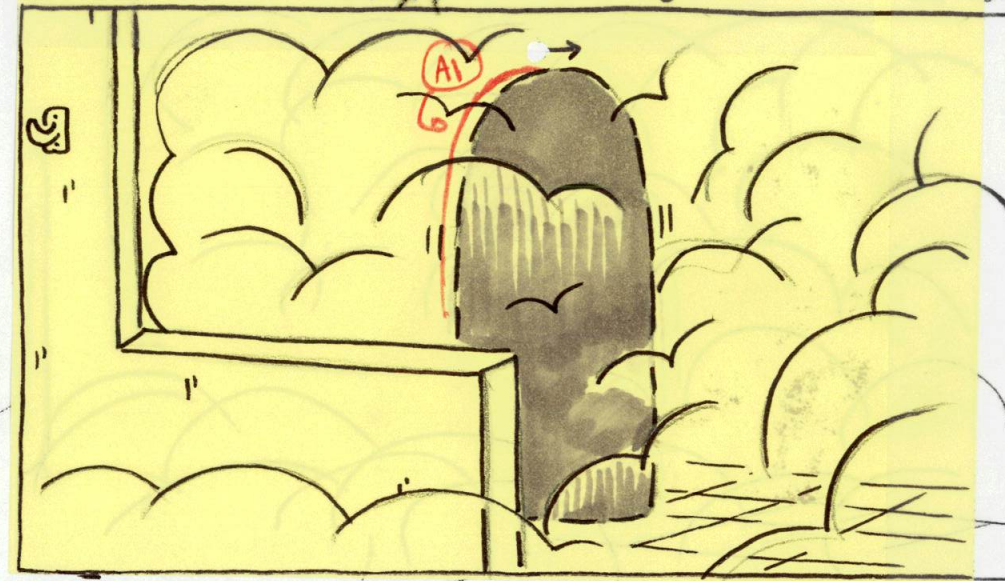


Sc. 108

Pnl. A

Bg.

day night



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Dialog:

J/ I like your ...SONG?

SFX: (SQUAKING OF FAUCET, WATER STOPPING)

Action:

JAKE TURNS HIS ARMS TO THE SIDE AND EYES GET WORRIED.

- FAINT SHADOW MOVES SLIGHTLY & SLOWLY, AND THEN GOES STILL.

Timing:

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Production :

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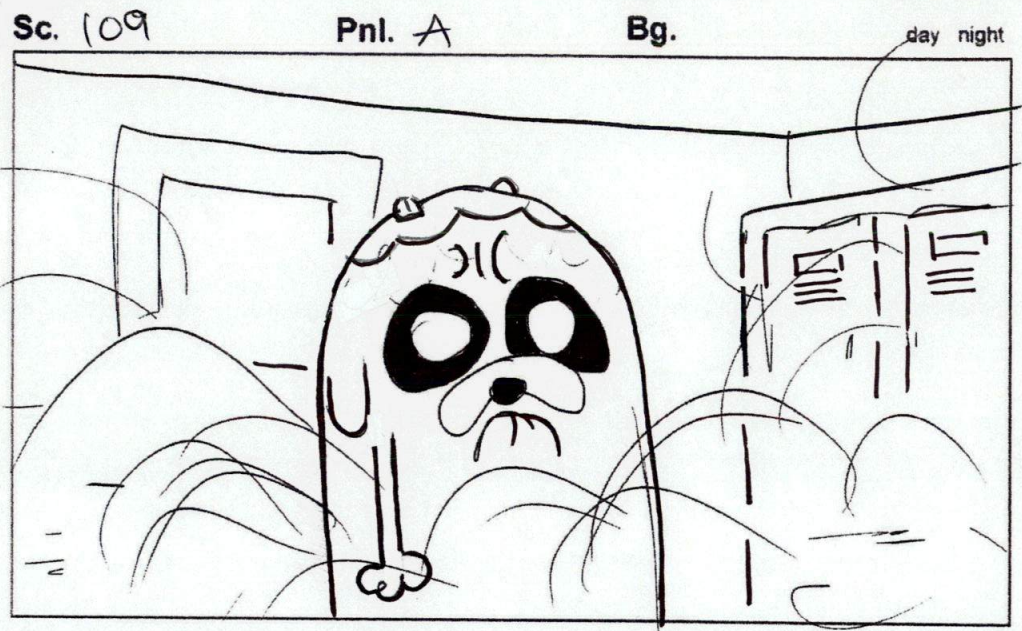
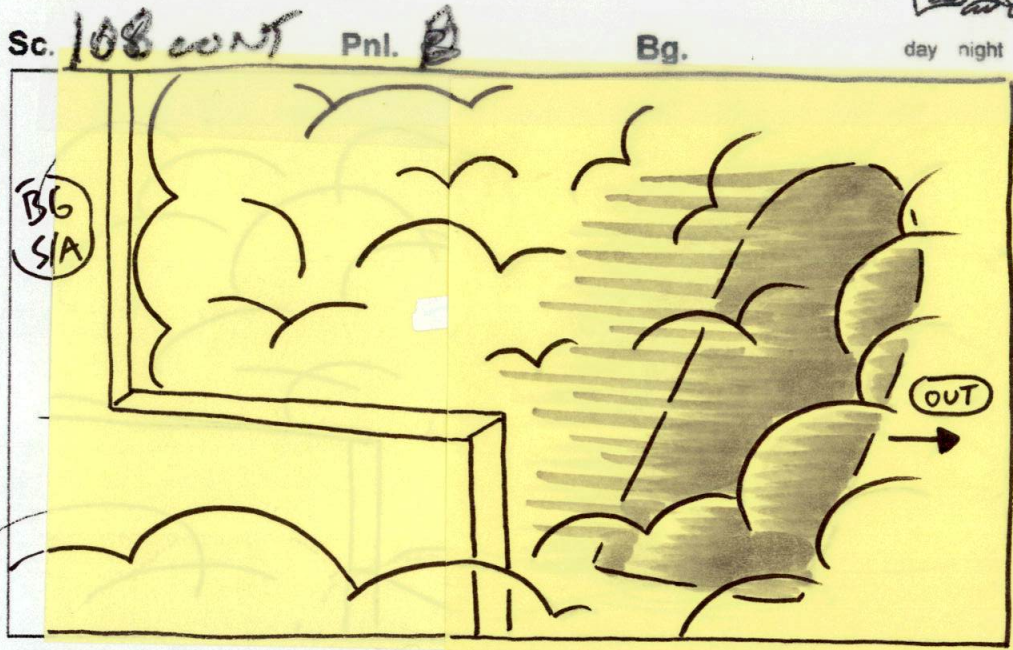
1034/233

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ADVENTURE TIME



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Dialog:
Action: SHADOW IN THE STEAM MOVES OFF SCREEN QUICKLY
Timing: SEP 10 2015

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ADVENTURE TIME



Page 148

Sc. 109 CONT Pnl. B

Bg.

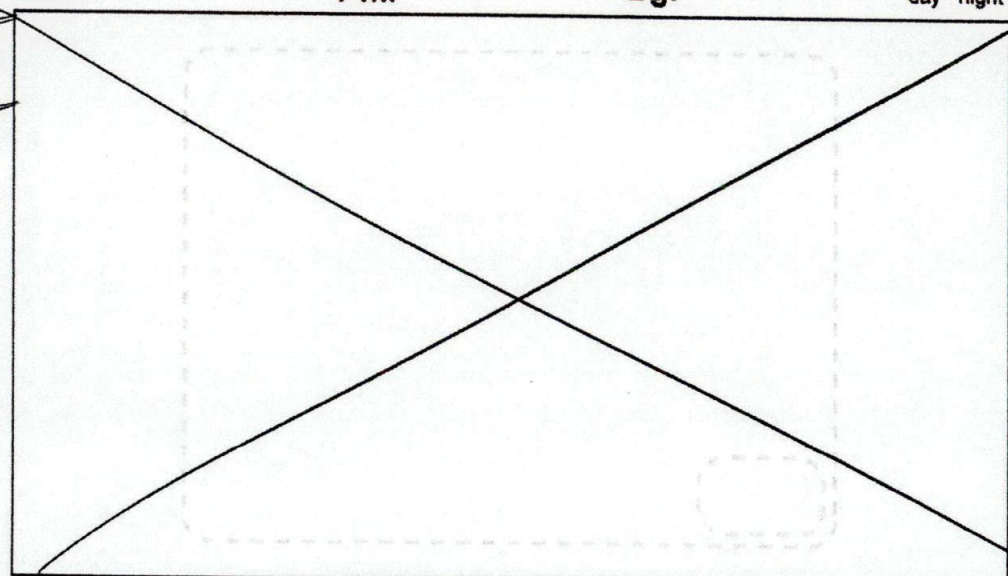
day night

Sc.

Pnl.

Bg.

day night



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Dialog:

SFX/ DOOR OPENING

Action:

- SHADOW ZIPS PAST JAKE IN THE THICKNESS OF THE STEAM
AND OUT THE DOOR

Timing:

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Production :

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ADVENTURE TIME



Page 149

Sc. 109 CONT Pnl. C

Bg.

day night

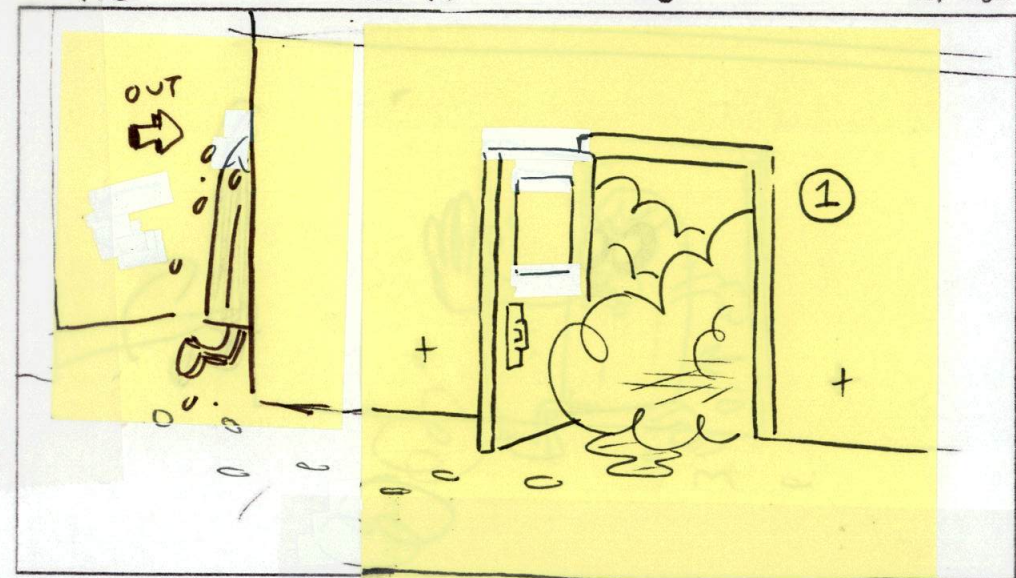


Sc. 110

Pnl. A

Bg.

day night



Dialog:

J/ NOW HOLD ON A SECOND!

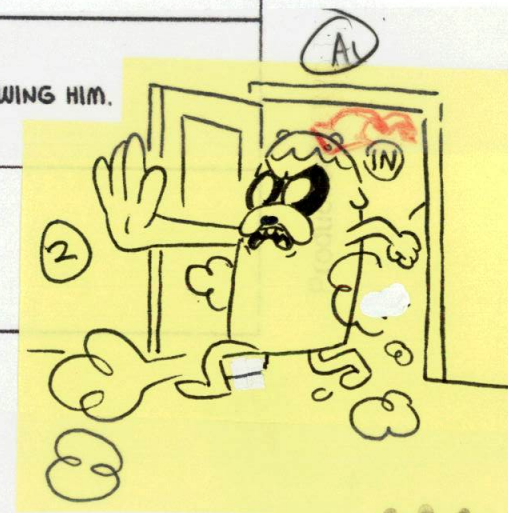
Action:

JAKE SPINS BACK AROUND THE RIGHT WAY AND LOOKS AT THE DOOR AS IT CLOSSES

J BURSTS OUT OF THE SHOWER DOOR, STEAM FOLLOWING HIM. WET FOOTPRINTS SHOWN

Timing:

SEP 10 2015



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ADVENTURE TIME



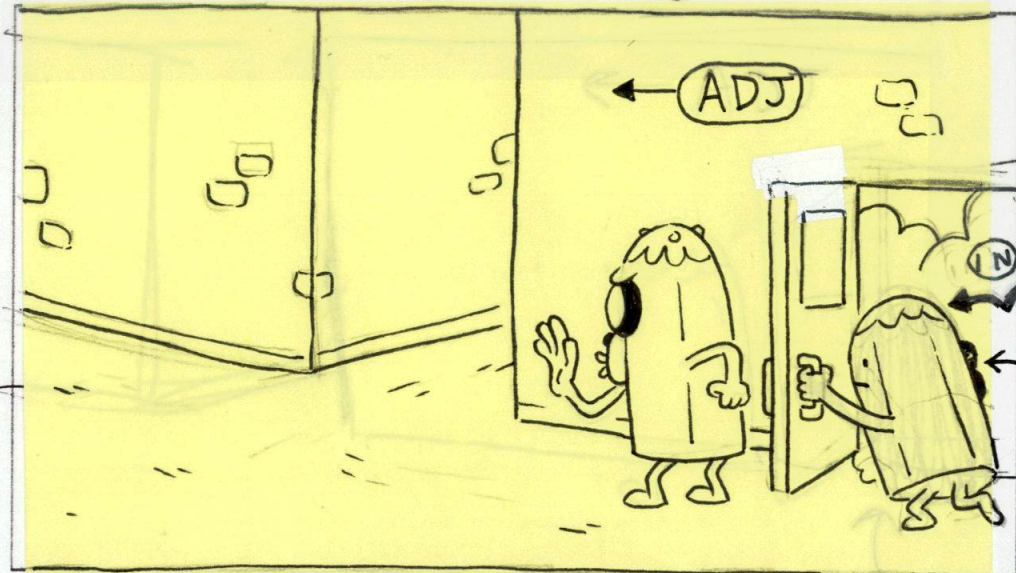
Page 150

Sc. 110 CONT

Pnl. B

Bg.

day night



Sc.

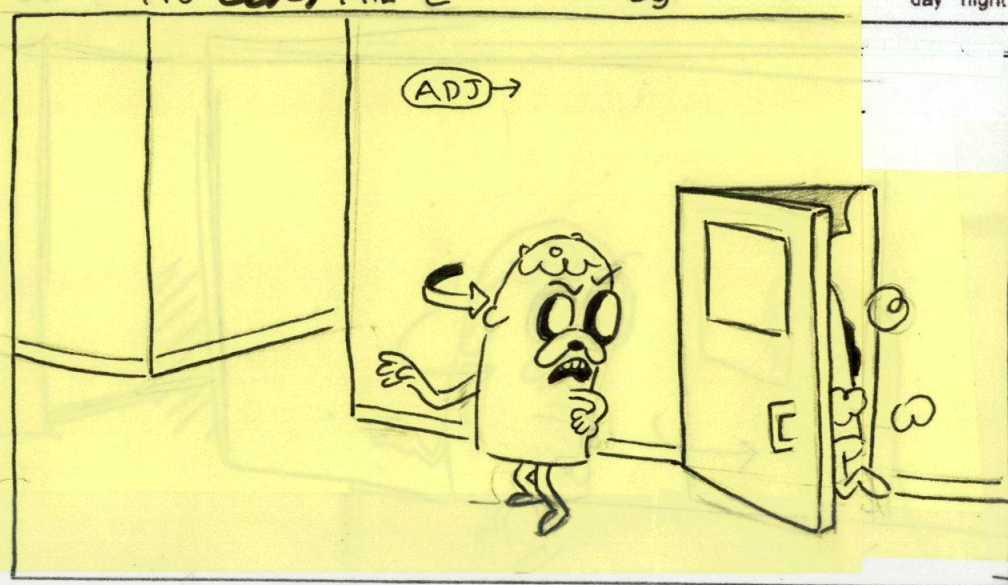
110

cont

Pnl. C

Bg.

day night



Dialog:

DUMMY: [WHISPERS] I
LOVE YOU.

DUMMY

Action:

CAMERA PANS TO THE CORNER WHERE WE SEE A FIGURE ROUND IT
JAKE LOOKS TO IT, ANOTHER HAND GRABS THE SHOWER DOOR HANDLE

J TURNS TO SEE ANOTHER FIGURE GO BACK INTO THE SHOWER AND
CLOSING THE DOOR ON HIM

Timing:

SEP 10 2015

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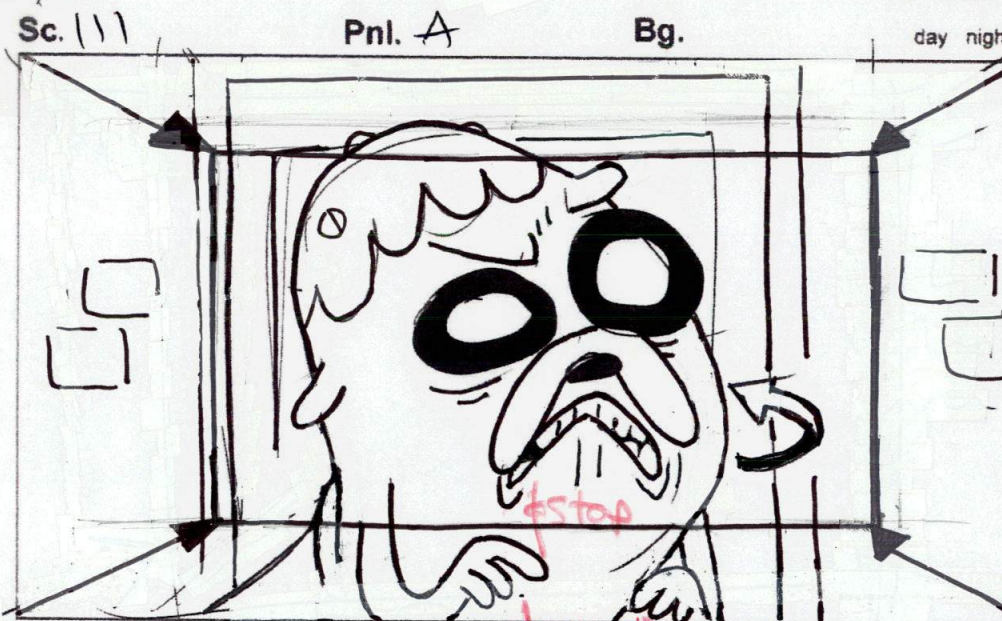
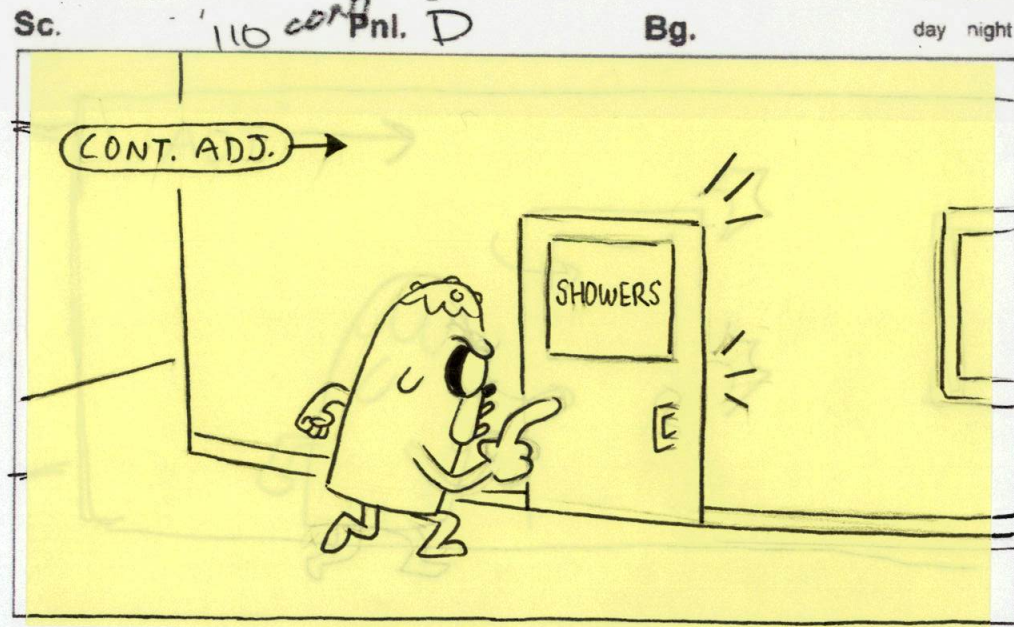
1034/233

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ADVENTURE TIME



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Dialog:	J/ GET OUT HERE RIGHT NOW, YOU-	???/ ANOTHER HORSE NEIGH FROM OFF SCREEN
Action:	SFX/ DOOR CLOSING AND LOCKS	- J WHIPS AROUND TO THE CAMERA AS THE NEIGH HAPPENS AGAIN - CAM. ZOOM IN ON J.
Timing:	DOOR CLOSING COMPLETELY AND A LOCK IS HEARD	SEP 10 2015



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Sc. 112

Pnl. A

day night

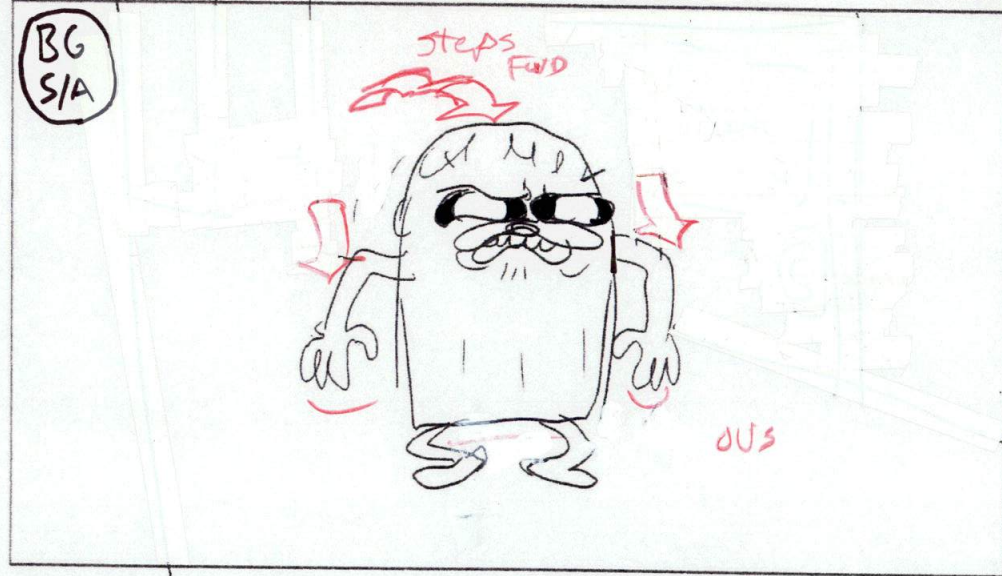


Sc. 112 CONT Pnl. B

Bg.

day night

BG
S/A



Dialog: ① 'RRRRRAAAH!

① "SOME KIND OF CONSPIRACY IS AFOOT!"

Action:

J PUTS HIS HAND TO HIS HEAD IN FRUSTRATION
AND FEAR.

Timing:



J TAKES A STEP FORWARD AND PUTS HIS ARM DOWN

SEP 10 2015

Production :

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EPISODE #

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1034/233

ADVENTURE TIME

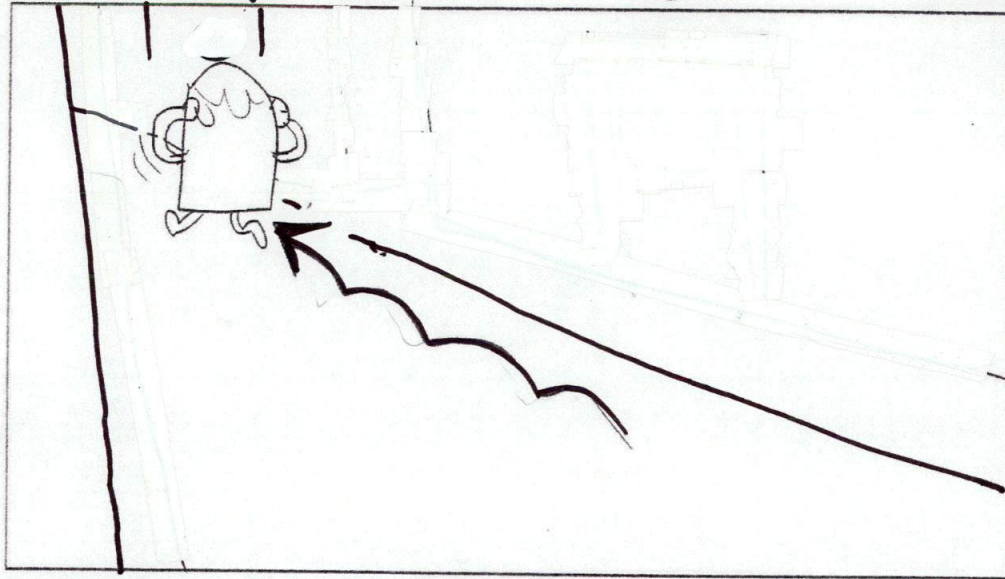


Page 153

Sc. 112 *CONT* Pnl. C

Bg.

day night



Sc. 113

Pnl. A

Bg.

day night



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Dialog:

① "But How Deep Does THIS
RABBIT HOLE GOOOOOOOOOOOO --

SFX: OFFICE SOUNDS. MURMURING.

JAKE (MUFFLED) OOOOOO

Action:

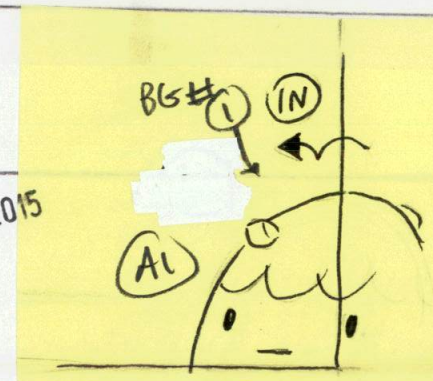
- J TURNS AROUND AND RUNS THE OPPOSITE WAY,
HANDS BACK ON THE SIDES OF HIS
HEAD

Timing:



BGS ARE WALKING AROUND CARRYING STUFF
F IS LOOKING AROUND AT THE BGS, LOOKING OUT FOR
ANYTHING FISHY
WE SEE J RUN BY THE BIG OFFICE WINDOW

SEP 10 2015



ADVENTURE TIME

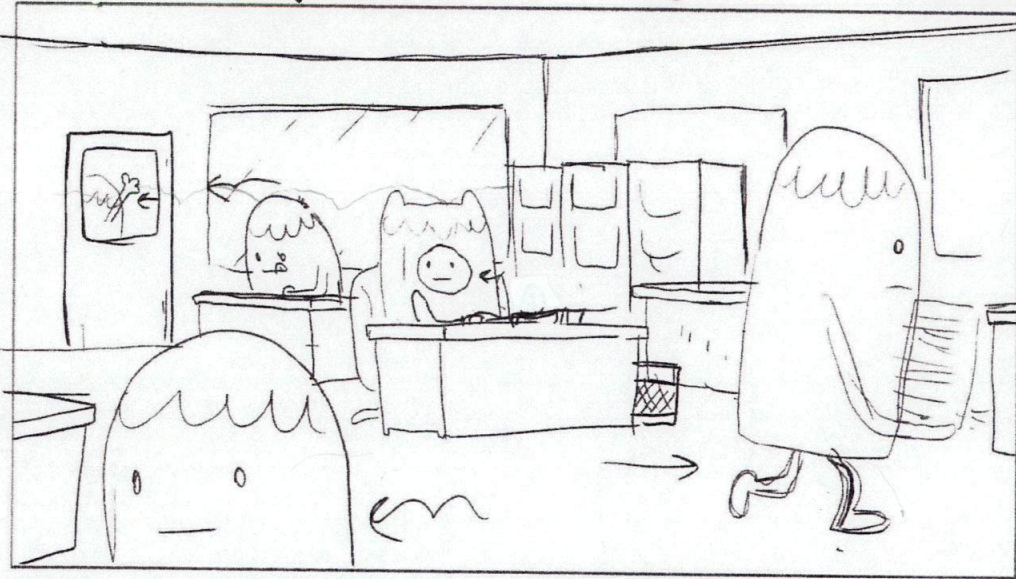


Page 154

Sc. 113 *cont* Pnl. B

Bg.

day night

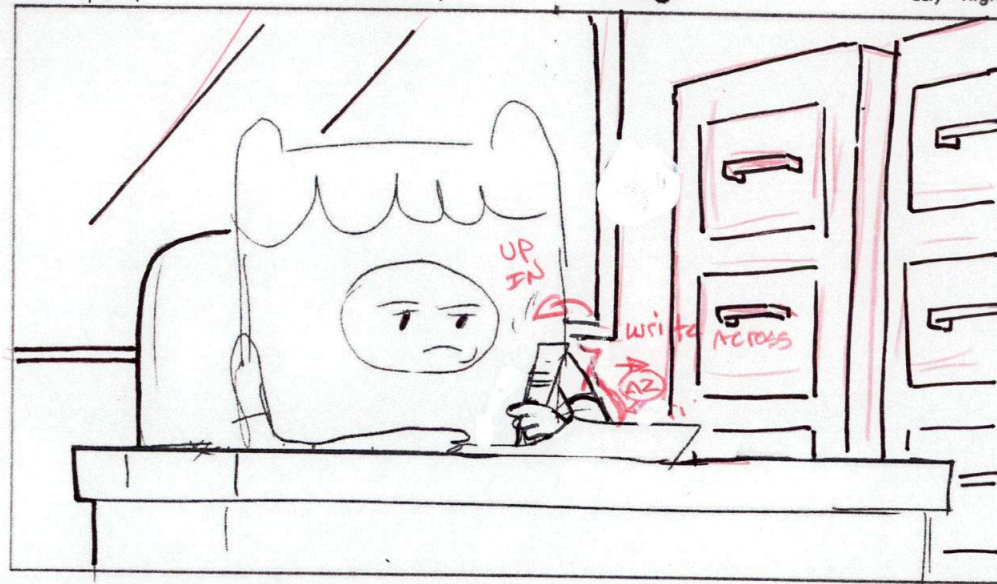


Sc. 114

Pnl. A

Bg.

day night



Dialog:

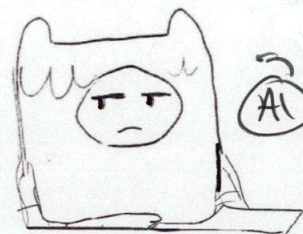
Jake's muffled
yelling out



Action:

BGs walk out

Finn looks about



SFX: * SKRITCH *

FINN GETS BORED, PICKS UP
PENCIL AND BEINGS
DOODLING

Timing:

SEP 1 0 2015

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Production

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ADVENTURE TIME



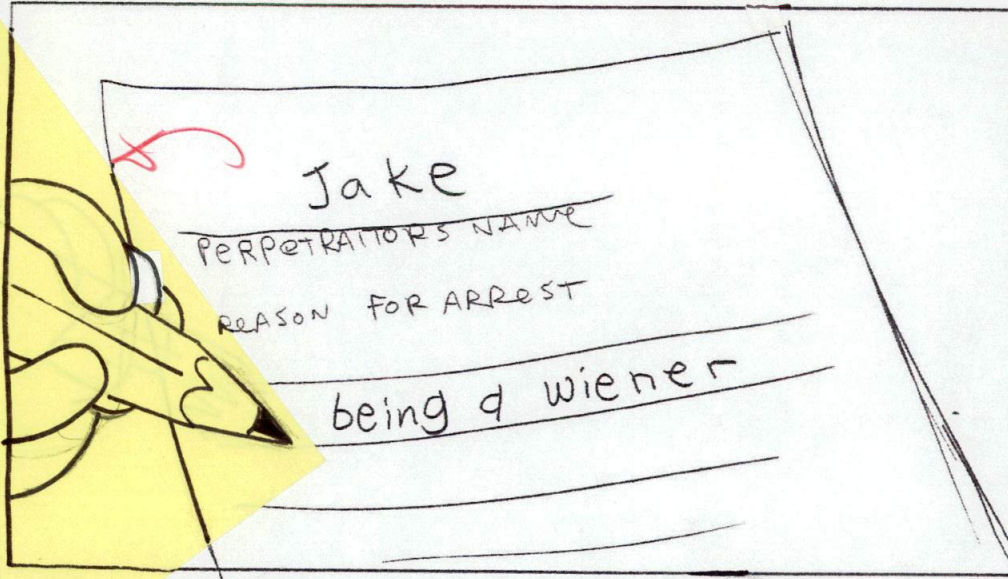
Page 155

Sc. 115

Pnl. A

Bg.

day night

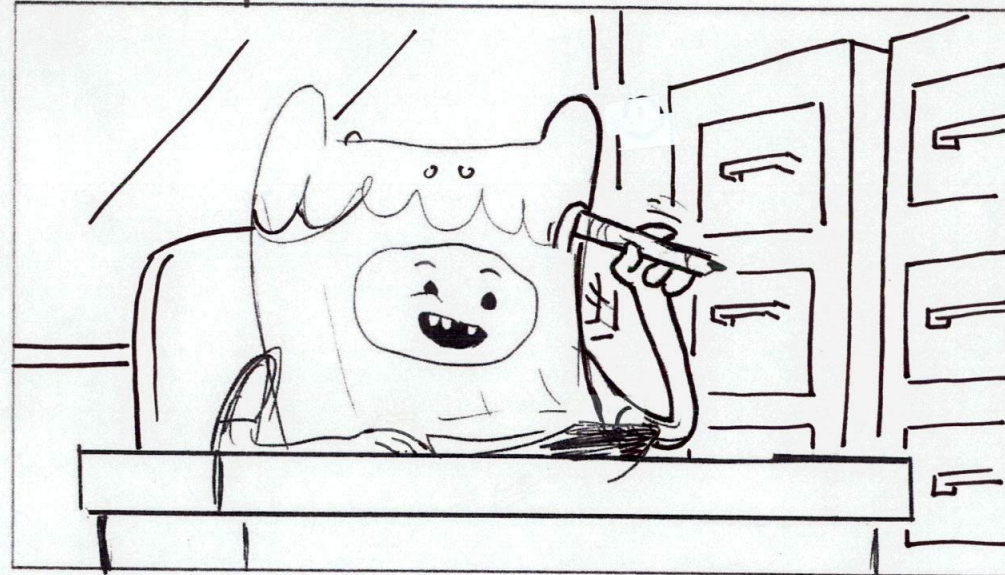


Sc. 116

Pnl. A

Bg.

day night



Dialog:

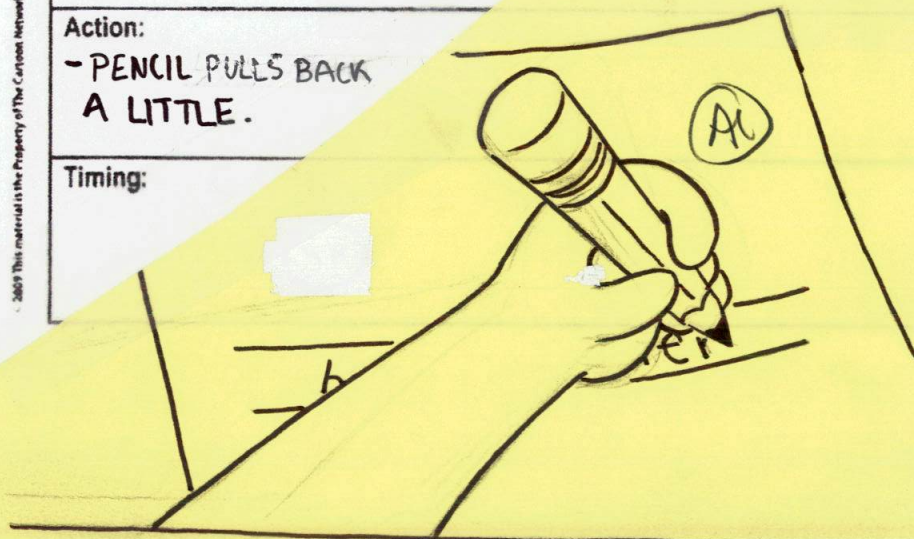
F/ HEH HEH HEH....

SEP 10 2015

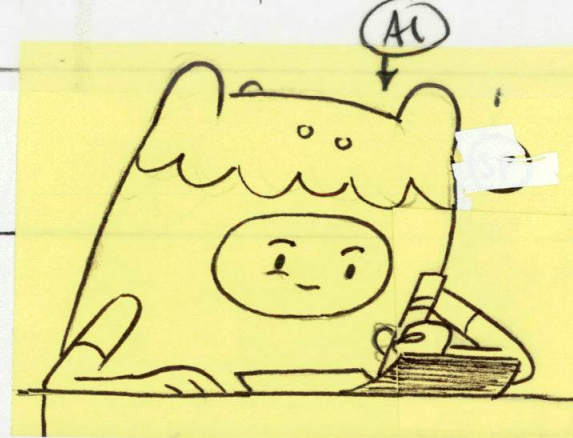
Action:

- PENCIL PULLS BACK A LITTLE.

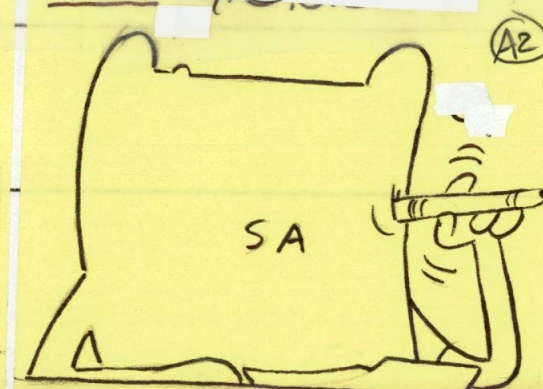
Timing:



- RUBS ERASER OF PENCIL ON HEAD AS HE LOOKS OVER THE PAPER



CYCLE: A1 A2



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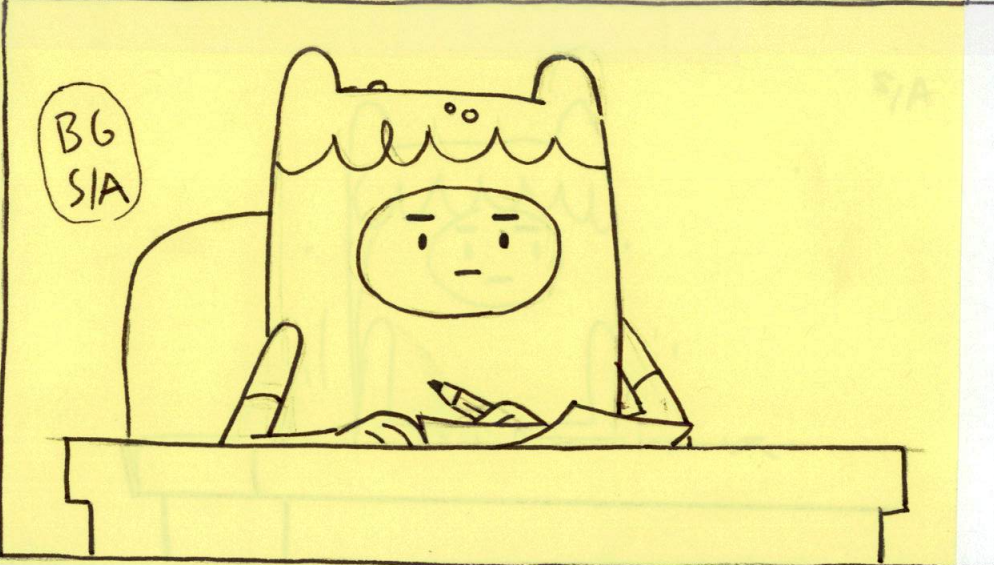
ADVENTURE TIME



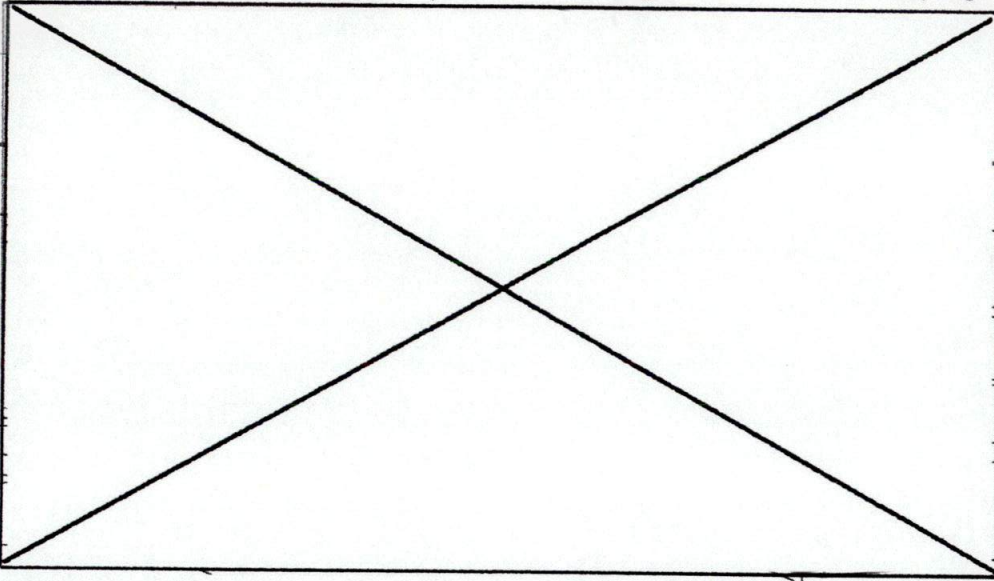
pg. 156

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Sc. 116 *cont* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: F SNAPS BACK TO ATTENTION!
Timing: SEP 10 2015

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ADVENTURE TIME



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Sc. 116 cont

Pnl.

Bg.

day night

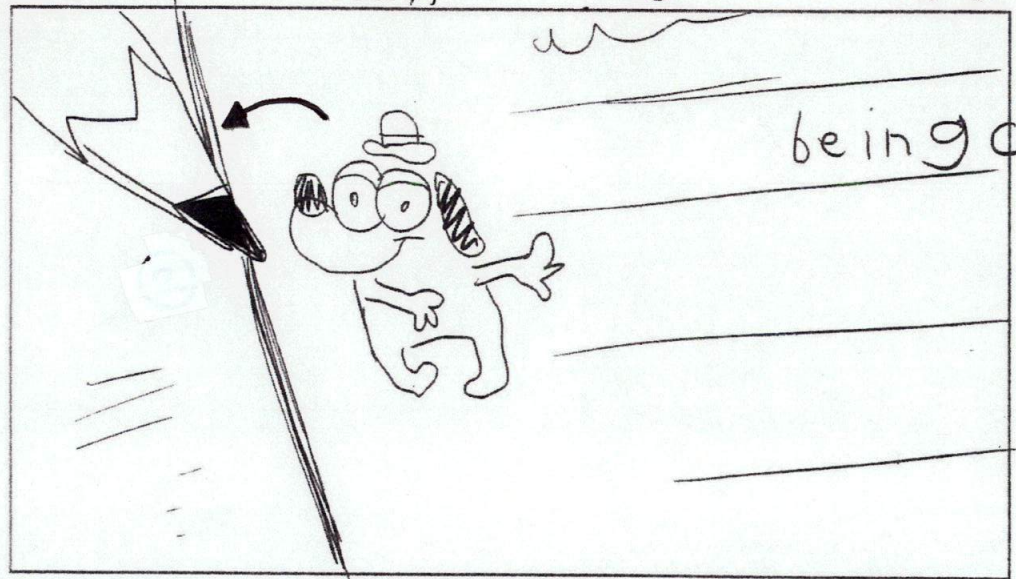


Sc. 119

Pnl. A

Bg.

day night



Dialog:

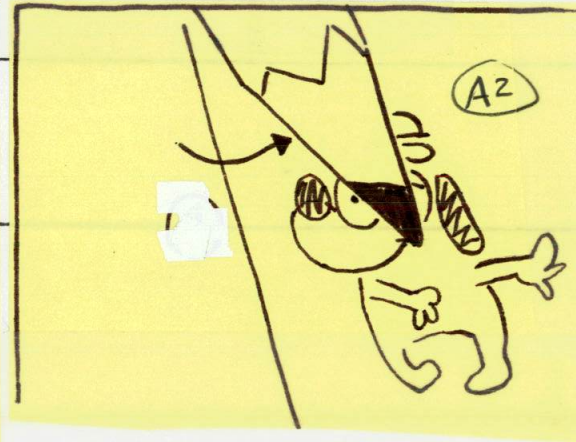
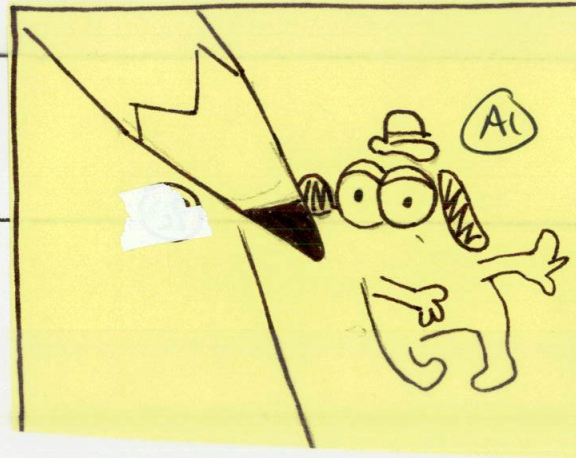
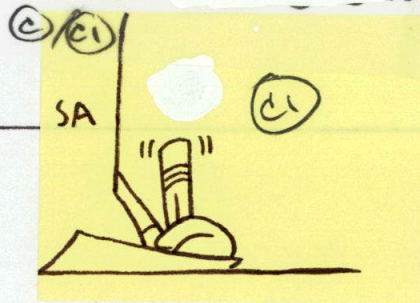
Action:

F LOOKS BACK DOWN TO PAPER, PENCIL STARTS GOING BACK AND FORTH

SEP 10 2015
F FINISHES A LINE ON CRUDE DOG DRAWING

Timing:

CYCLE:



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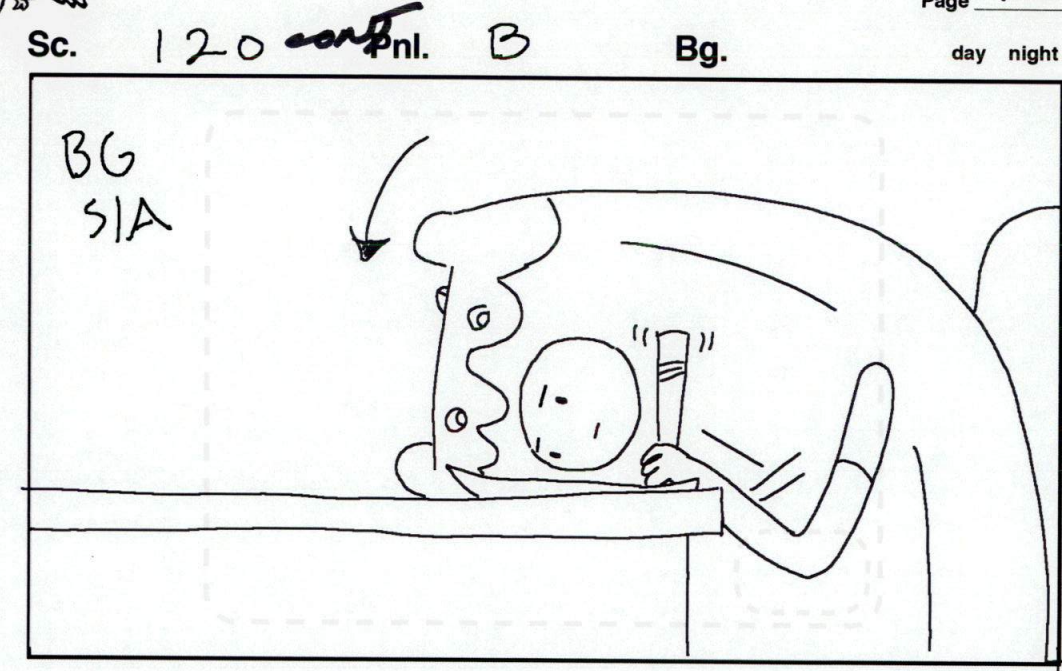
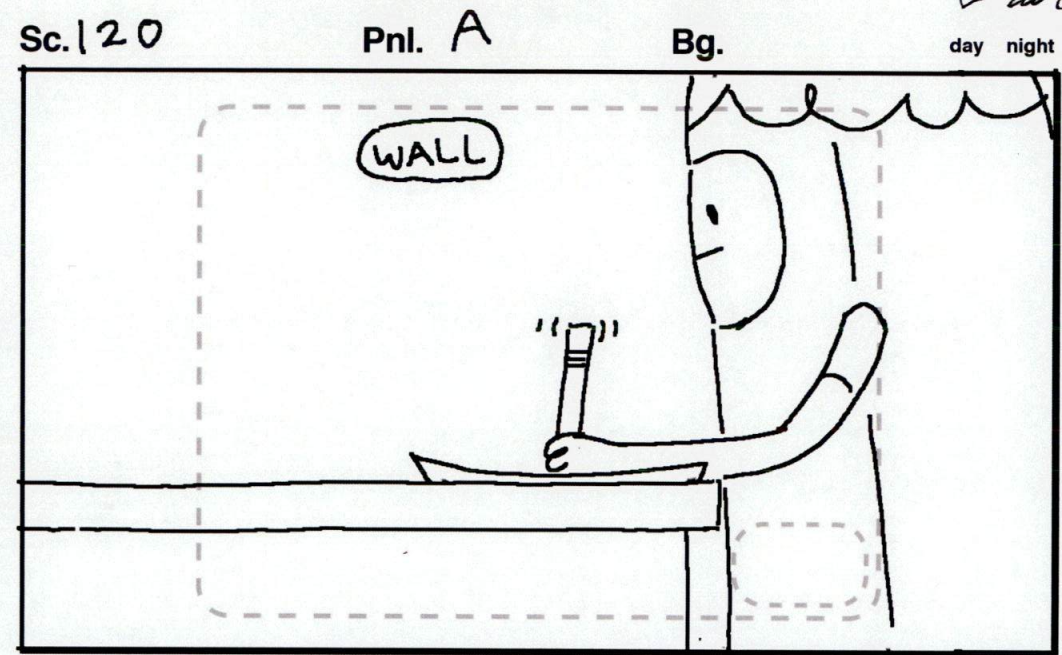
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ADVENTURE TIME



Dialog:		
Action:		
Timing:		
SFX: * SKETCHING *		
FINN CONTIUES DOODLING		FINN LAYS HIS HEAD DOWN
		SEP 10 2015

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Production:

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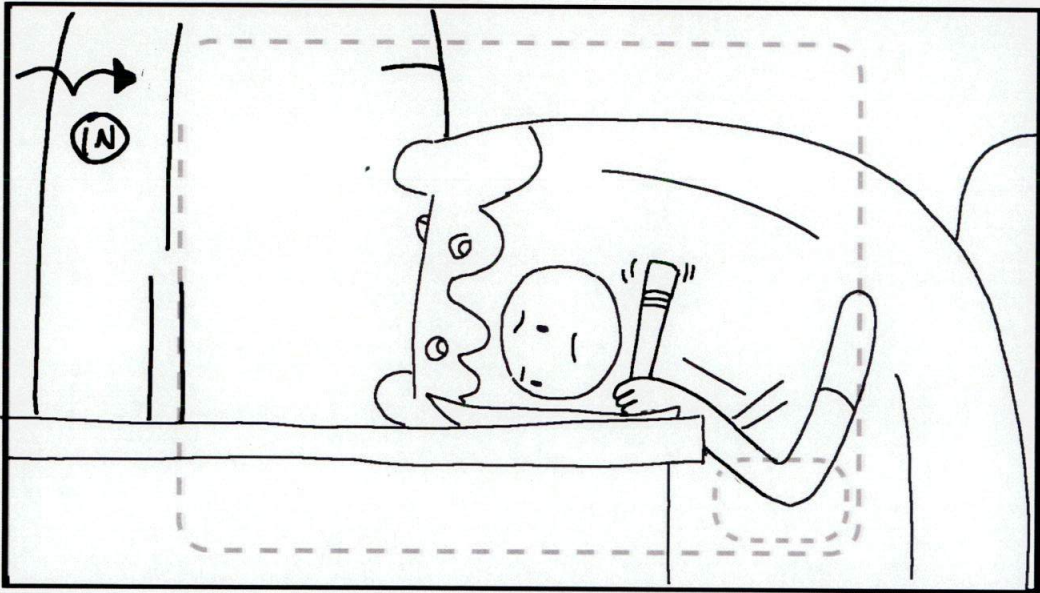
ADVENTURE TIME



Sc. 120 *cont* Pnl. C

Bg.

day night

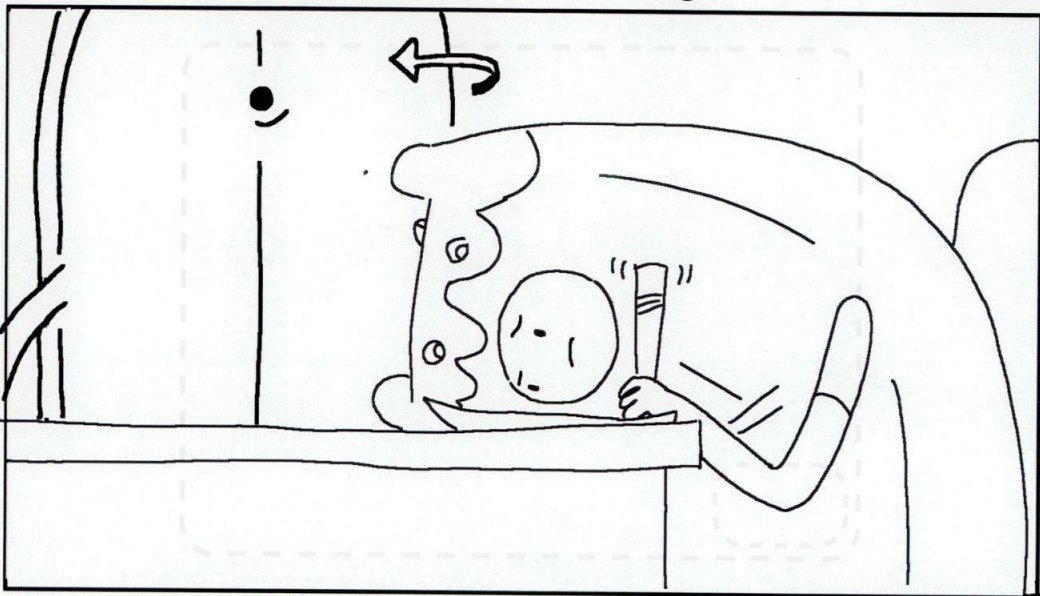


Sc. 120 *cont* Pnl. D

Bg.

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NO PG 160
day night



Dialog:

Action:

- A BG WALKS IN THE SHOT

BG STOPS AND TURNS, NOTICING
FINN AND THE DRAWING.
PENCIL GOING BACK AND FORTH

Timing:

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ADVENTURE TIME

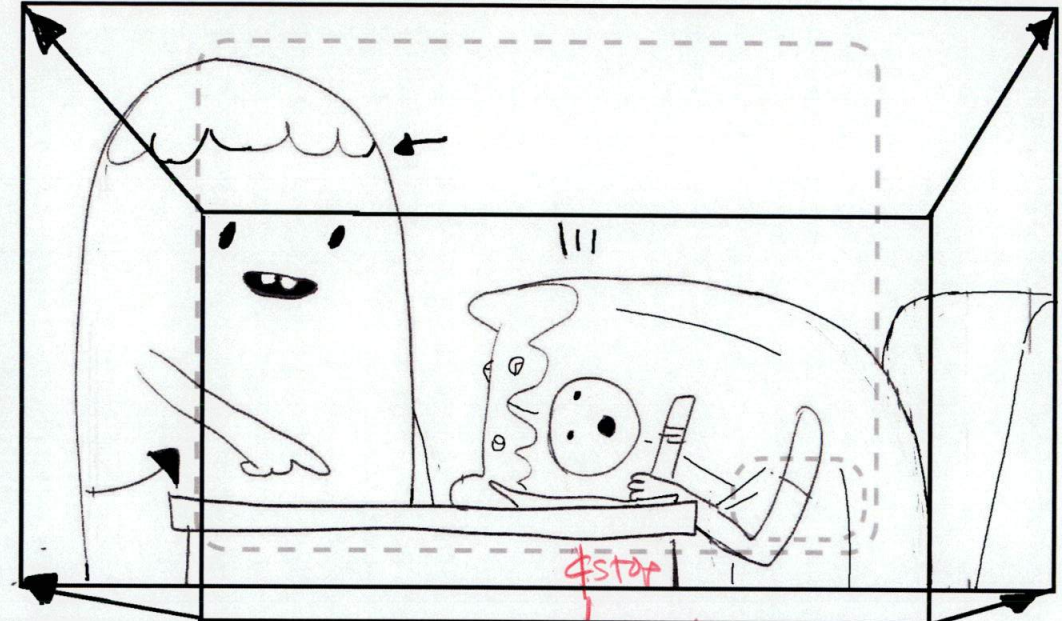


Page 161
day night

Sc. 120 *cont* Pnl. E

Bg.

day night



Dialog:

BANANA GUARD #16 : HEY MAN, THAT'S NOT BAD!

*diag
Truck
out*

Action:

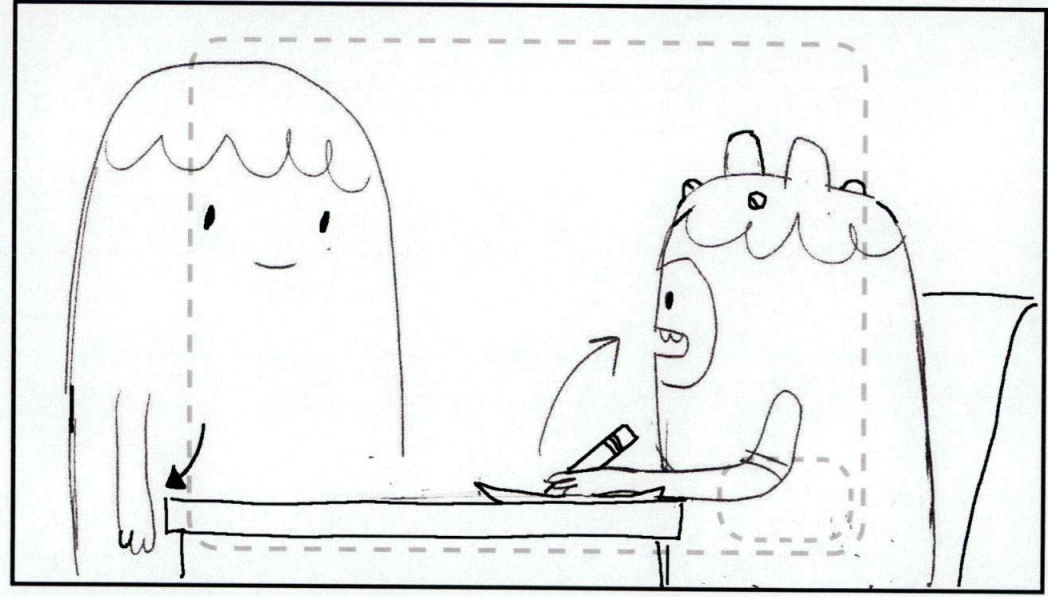
CAMERA PANS TO SHOW REGULAR LOOKIN BG, POINTS TO FINN'S DRAWING. FINN NOTICES HIM!

Timing:

Sc. 120 *cont* Pnl. F

Bg.

day night



F BRINGS HEAD OFF DESK TO LOOK AT BG.

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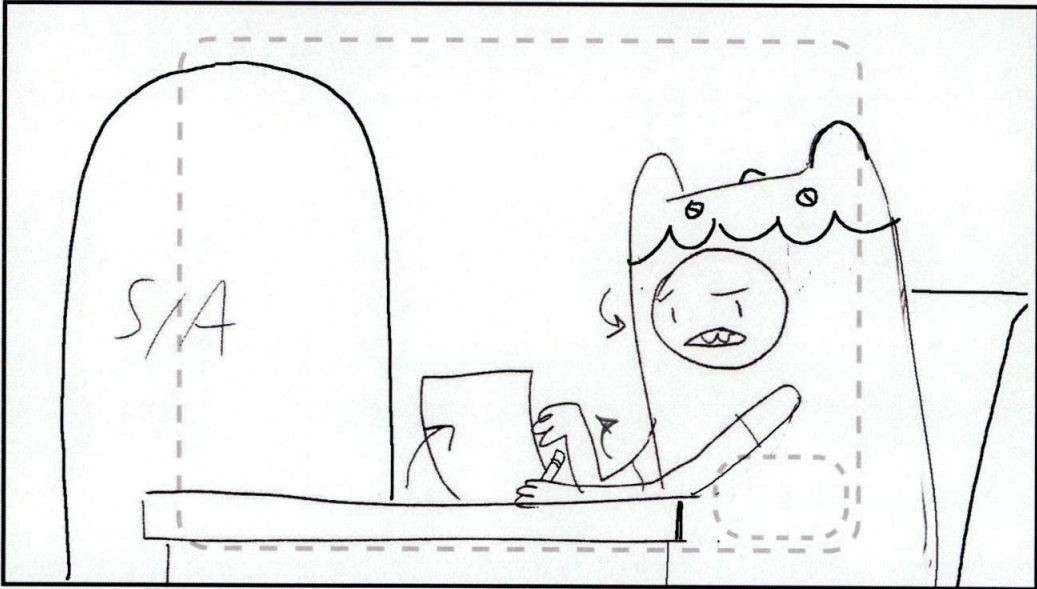
ADVENTURE TIME



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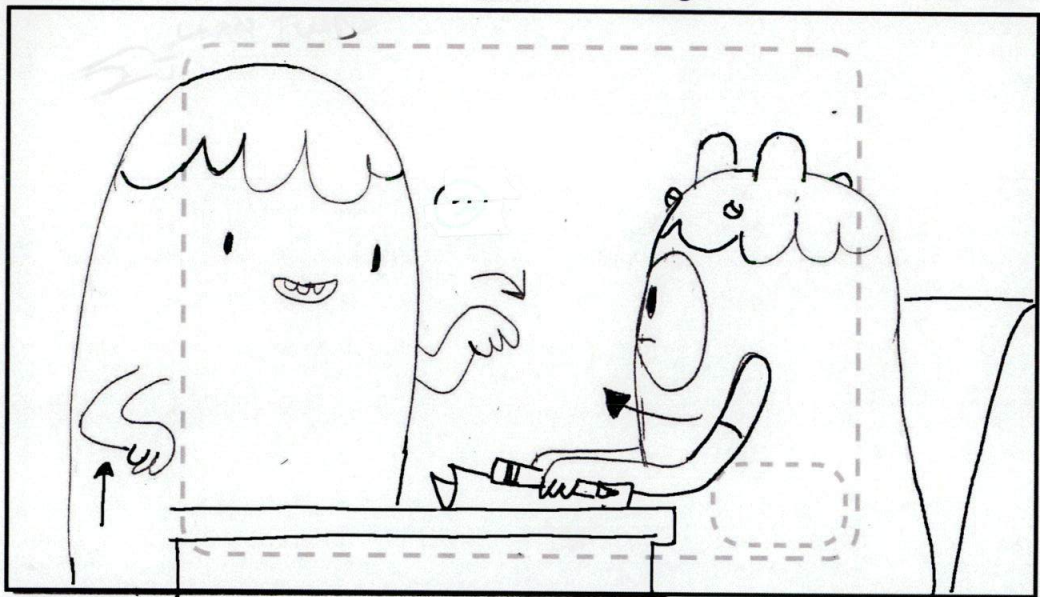
Sc. 120 *CONT* Pnl. G Bg.

day night



Sc. 120 *CONT* Pnl. H Bg.

day night



Dialog:

E/ IT'S NOT THAT GREAT.

BG #16: NO, IT'S GOOD, MAN.

Action:

F BRINGS UP THE PAPER A BIT TO CRITICIZE IT

PAPER GOES DOWN, FINN LOOKS AT BG. BG'S HAND COMES UP AND HIS HAND FLIPS DOWN TO DISMISS FINN'S LAST COMMENT

Timing:



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day night

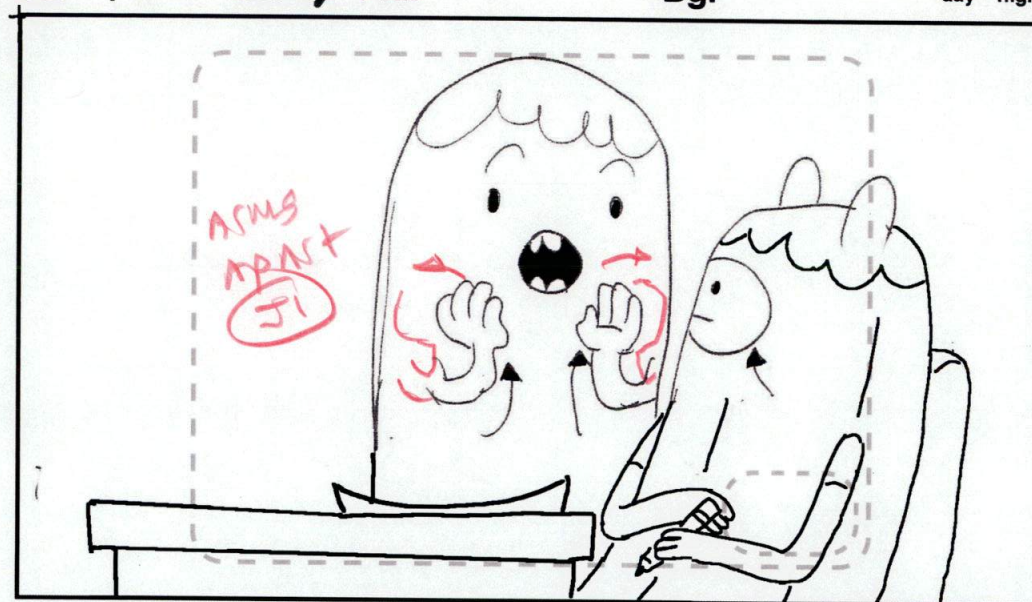
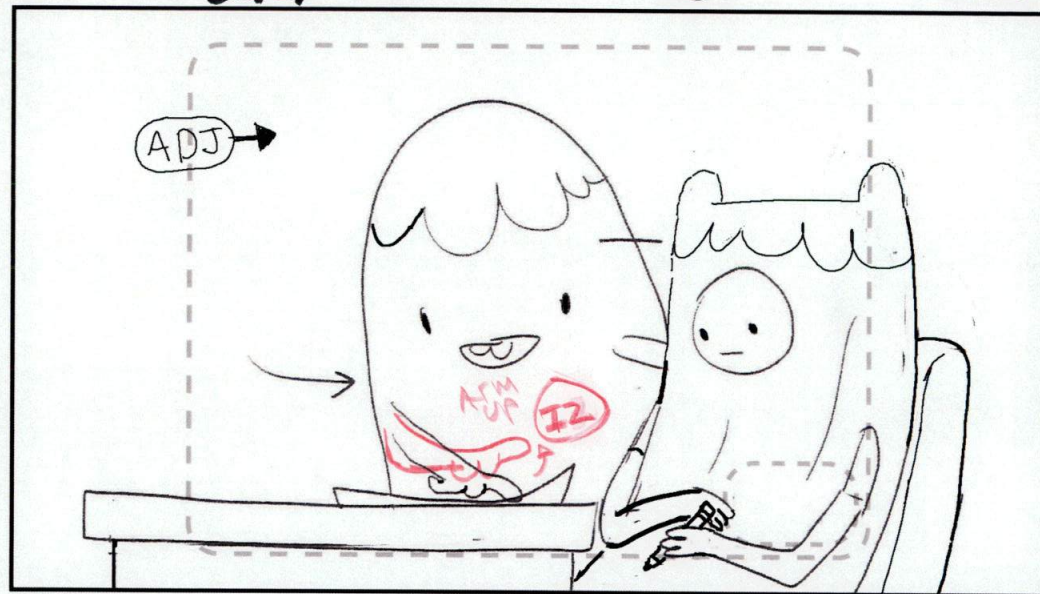
Bq.

day night

Sc. 120 ~~cont~~ Pnl. J

Bg.

day night



BG #16: MAYBE THO, ADD SOME SHADING AROUND WHERE THE HEAD SHADOWS THE NECK. MAKE SURE IT'S OBVIOUS WHERE THE LIGHT SOURCE IS COMING FROM.

BG #16: IT'LL HELP GIVE THE DRAWING VOLUME AND DEPTH.

- BG COMES IN CLOSER TO POINT OUT ON THE PAPER.
FINN MOVES BACK IN CHAIR TO ALLOW HIM TO.

- BG MAKES HIS HAND LOOK LIKE HE'S HOLDING A SPHERE, F LOOKS UP AT IT AND HIM

Timing:

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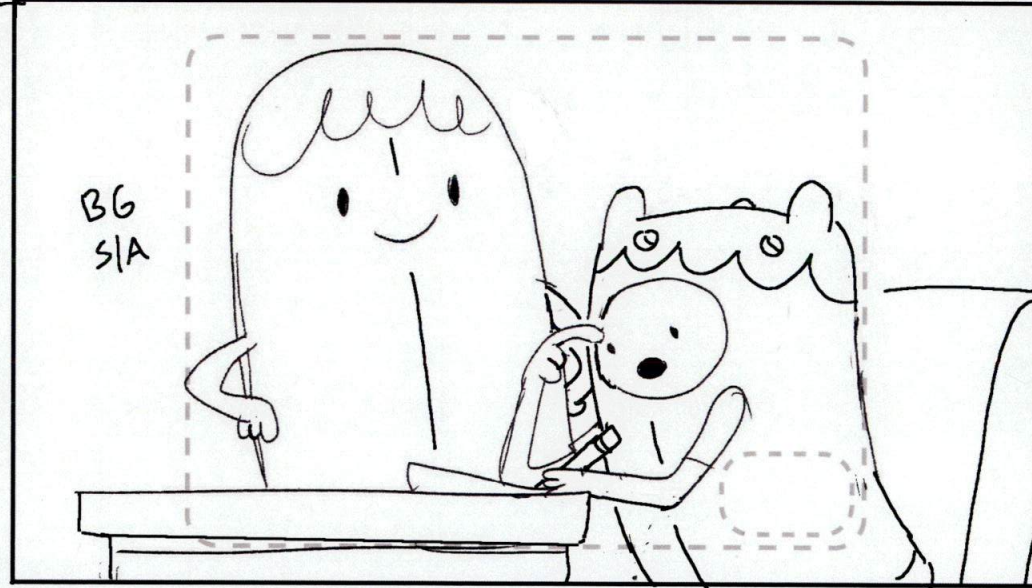
ADVENTURE TIME



Sc. 120 *cont* Pnl. K

Bg.

day night

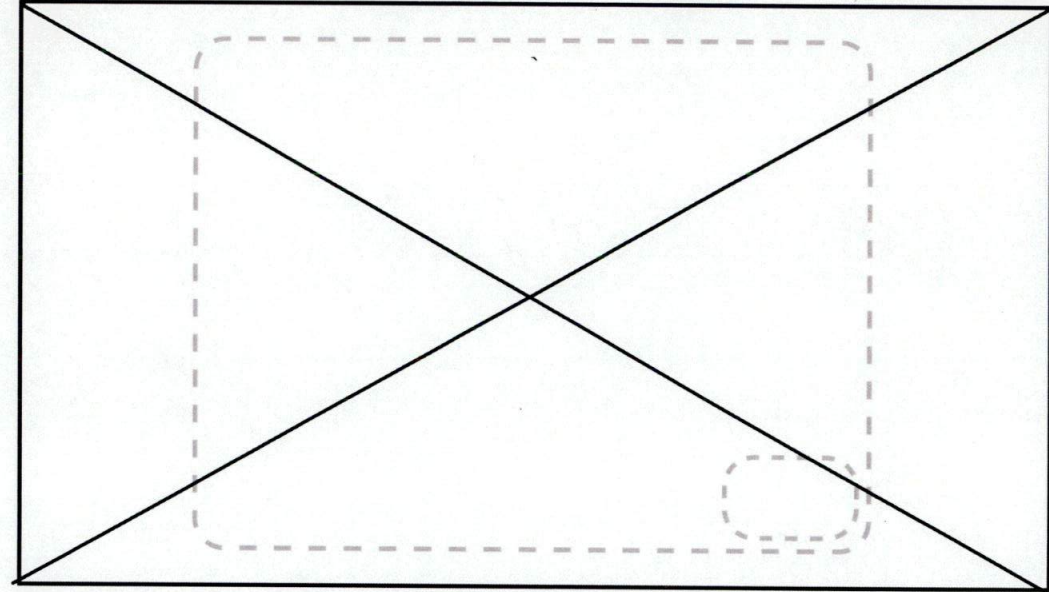


Sc.

Pnl.

Bg.

day night



Dialog:

Action: - BG STANDS BACK A BIT PUTS HANDS ON SIDES,
F LEANS IN AGAIN TO LOOK AT DRAWING
- BG SMILES WIDELY IN RESPONSE.
FINN LOOKS AT SMILE.

Timing:

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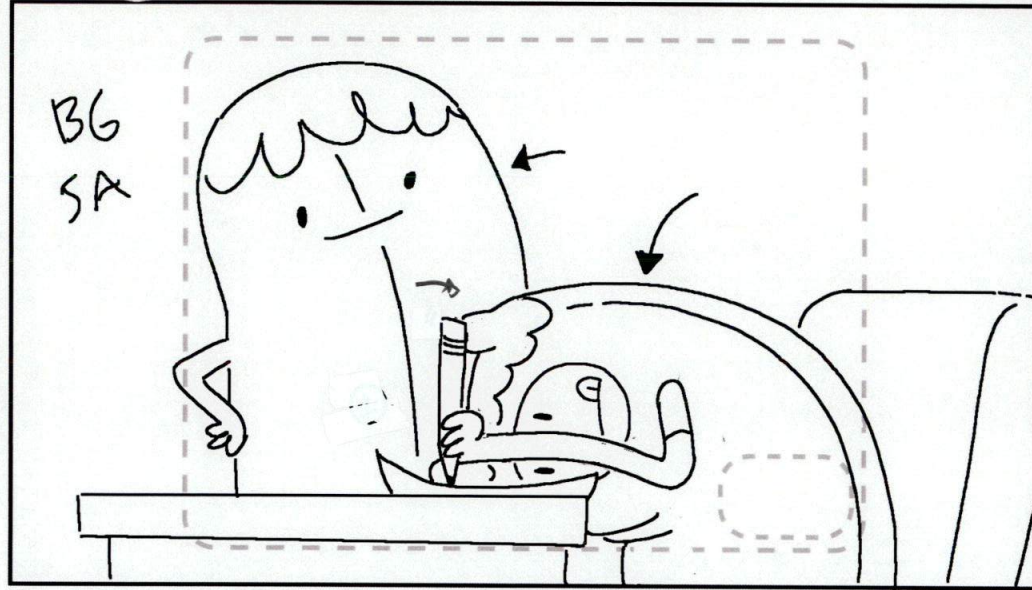


Page 165

Sc. 120 CONT Pnl. L

Bg.

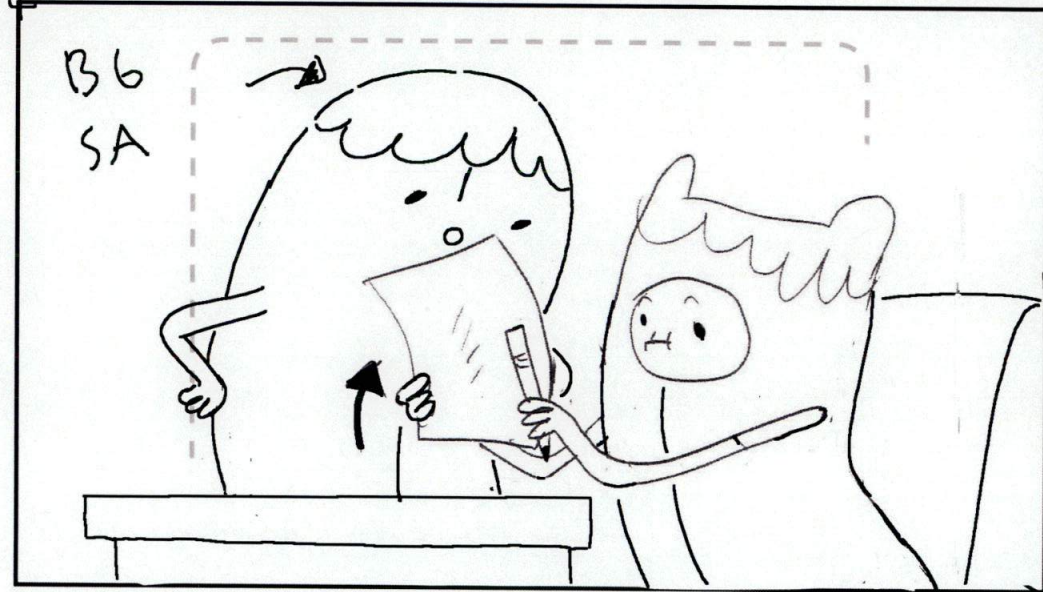
day night



Sc. 120 CONT Pnl. M

Bg.

day night



Dialog:

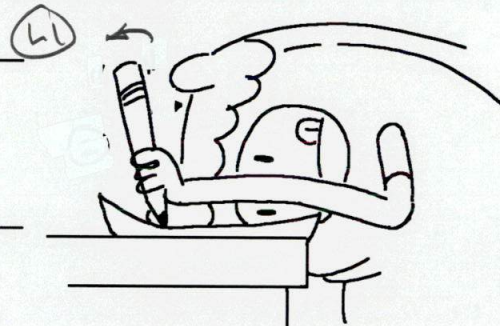
SFX/ SCRIBBLING

Action:

F QUICKLY LEANS DOWN, PENCIL GOES BACK AND FORTH REAL QUICK.
BG TILTS HEAD SLIGHTLY TO WATCH HIM WORK

F BRINGS UP THE PAPER TO REVIEW.
BG TILTS HEAD OTHER WAY TO SEE IT

Timing:



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ADVENTURE TIME



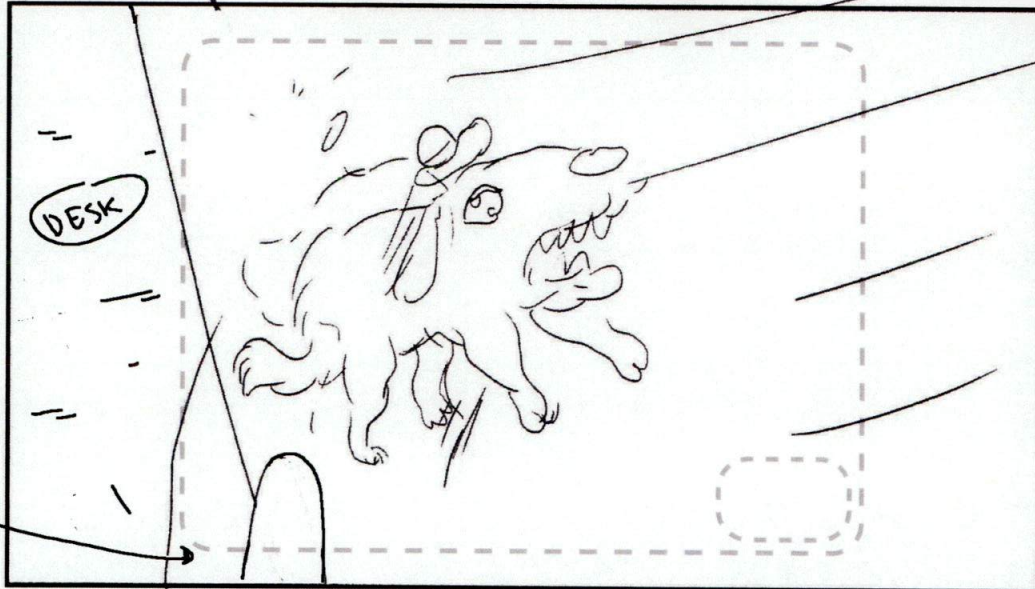
Page 166

Sc. 121

Pnl. A

Bg.

day night

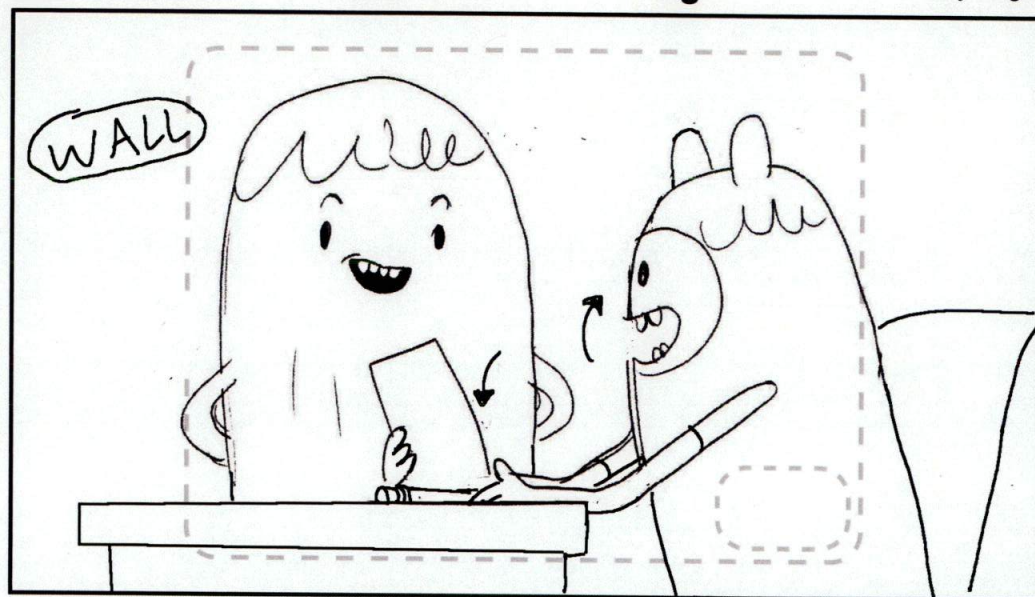


Sc. 122

Pnl. A

Bg.

day night



Dialog:

F/ woah!

Action:

- REALISTIC RENDERING
OF A CANINE.

F MOVES THE PAPER DOWN AND LOOKS TOWARDS BG
BG LEANS BACK TO REGULAR POSITION.

Timing:



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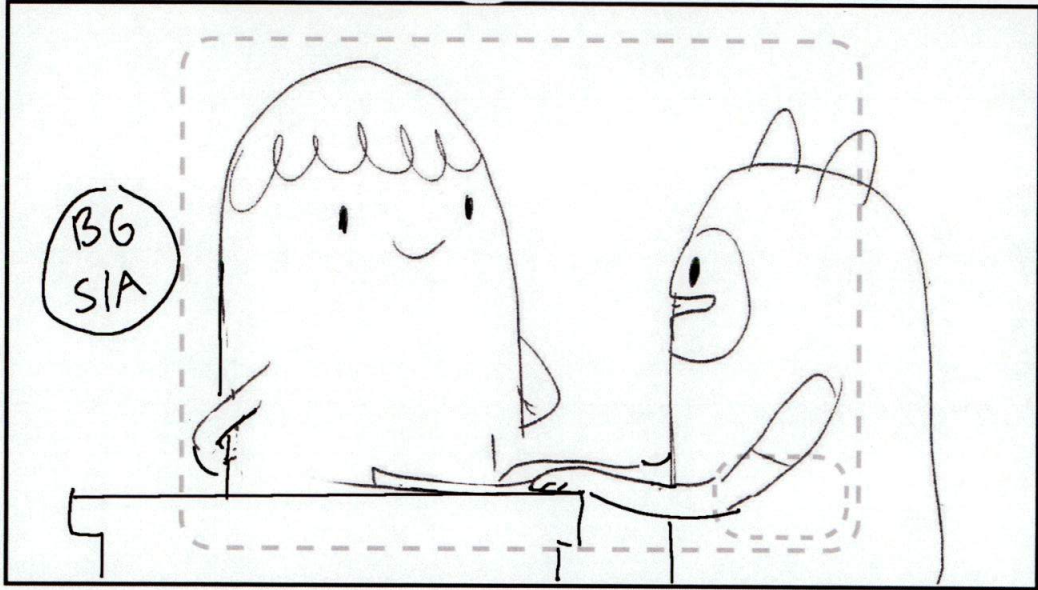
1034/233

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ADVENTURE TIME



Sc. 122 cont Pnl. B Bg. day night



Sc. 123 Pnl. A Bg. day night



Dialog:	F/ YOU'RE REALLY GOOD AT ART, MAN...
Action:	BOTH SMILE AT EACH OTHER
Timing:	SEP 1 0 2015

EPISODE #

Production:



Sc. 123 CONT B

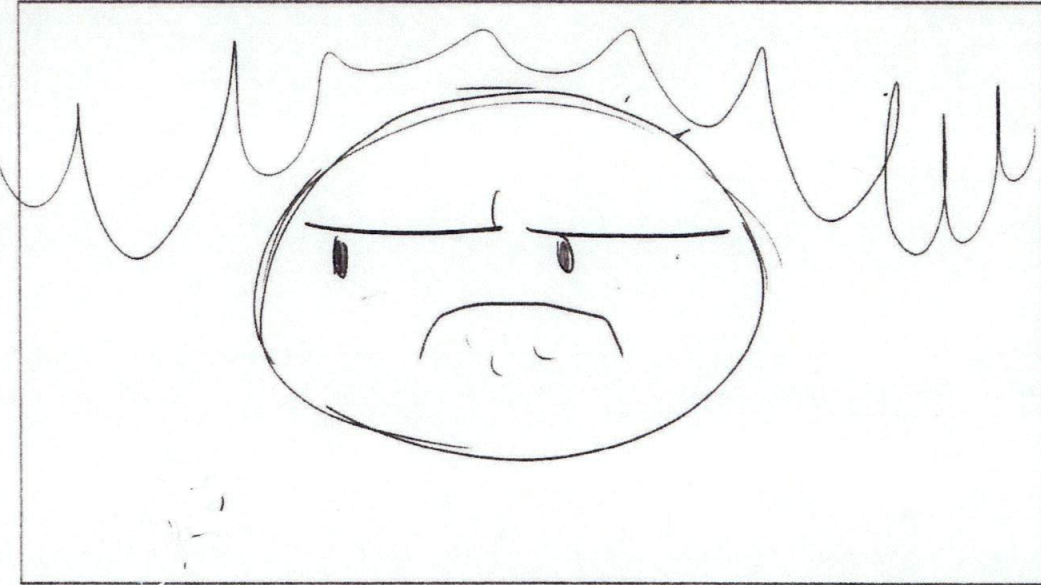
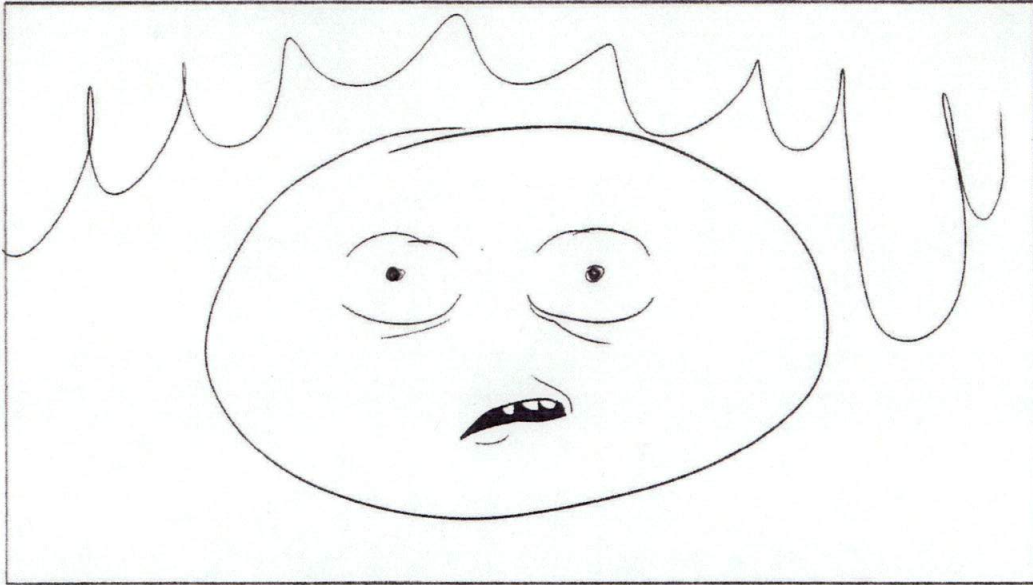
by.

day night

Sc. 123 CONT Pnl. C

Bg.

day night



Dialog:

(VO)
F/ (THINKING) ART.... ART
COULD THIS be...

Action:

F'S FACE COMES BACK TO MIDDLE TO GET WIDE EYES

Timing:

(CL)



F/(THINKING)
(VO)
The guy?!?!
Gotcha!

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ADVENTURE TIME



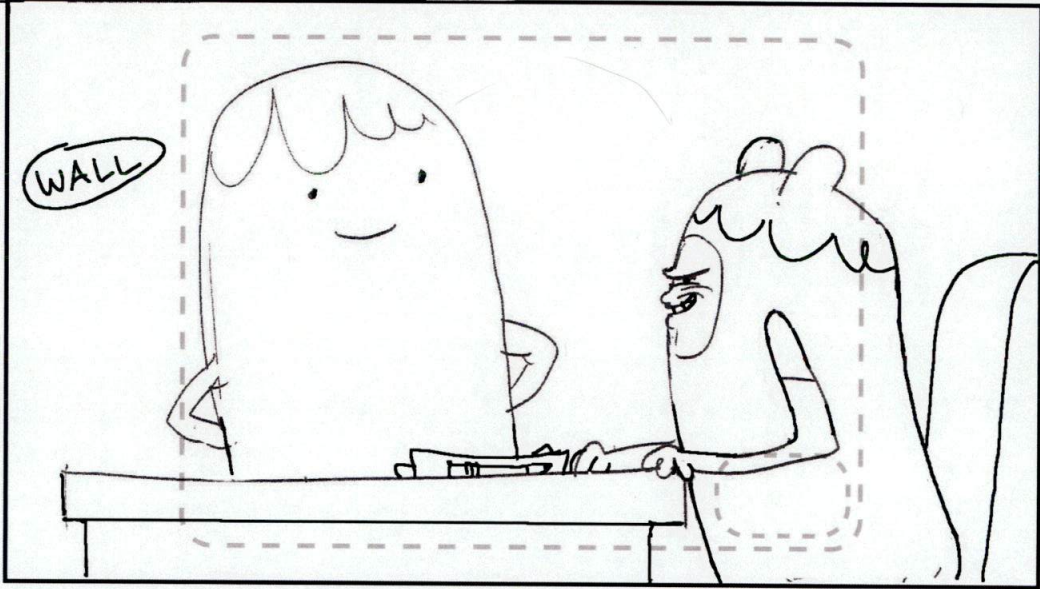
Page 169

Sc. 124

Pnl. A

Bg.

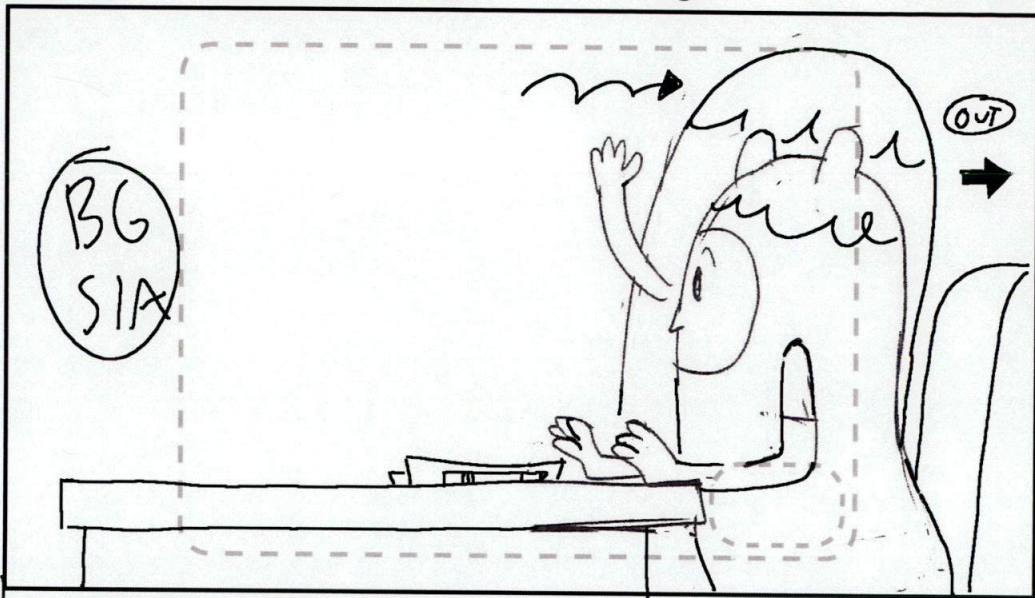
day night



Sc. 124 *cont* Pnl. B

Bg.

day night



Dialog:

o o o

BG#16: "WELL, BYE"



Action:

- BEAT, FINN HAS SNEAKY
LOOK ON HIS FACE

- BG WAVES AS HE LEAVES RIGHT. FINN SNAPS OUT OF IT

Timing:

SEP 1 0 2015

EPISODE #

Production:

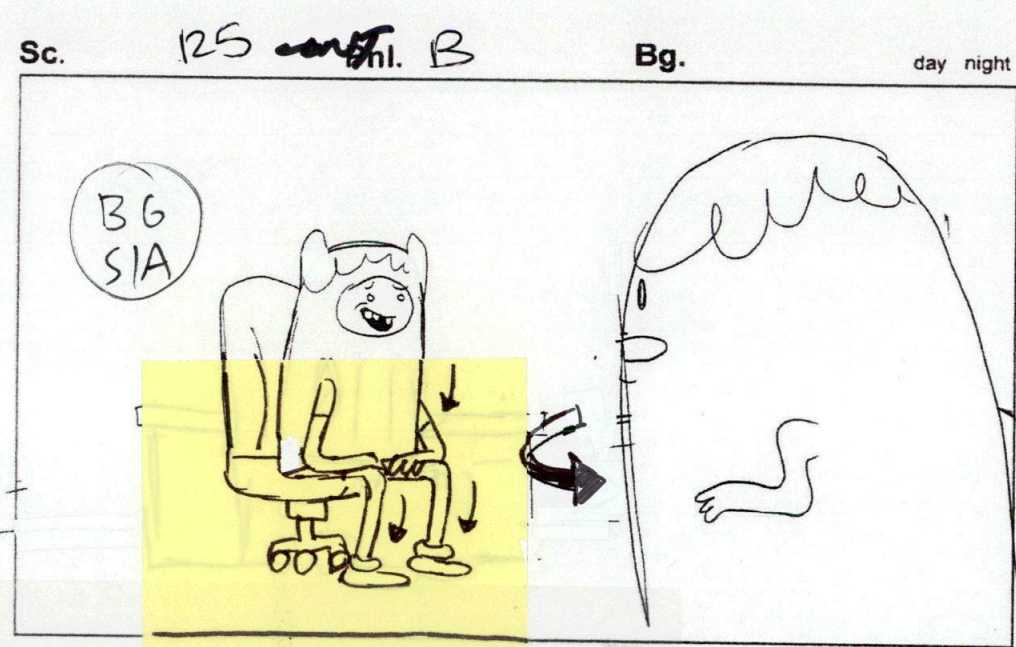
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Dialog:

F/ OH OH UH UH WAIT A MINUTE... MISTER?

BG #16 / BANANA GUARD #16

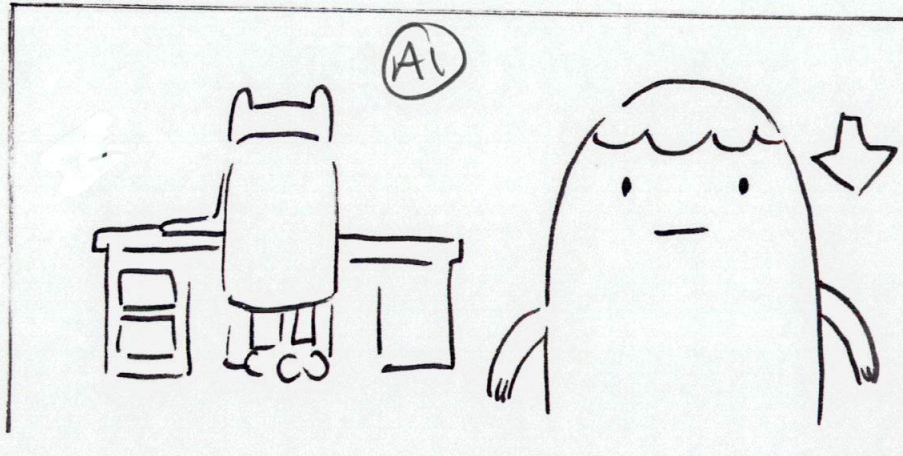
F/ YOU SURE KNOW A LOT ABOUT ART AND STUFF...

Action:

BG WALKS BUT STOPS.
F SPINS IN CHAIR, FEET AND HANDS UP

F SETS HIS FEET AND ARMS DOWN, RESTING ON LAP.
BG TURNS AROUND TO LOOK AT FINN

Timing:



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Production :

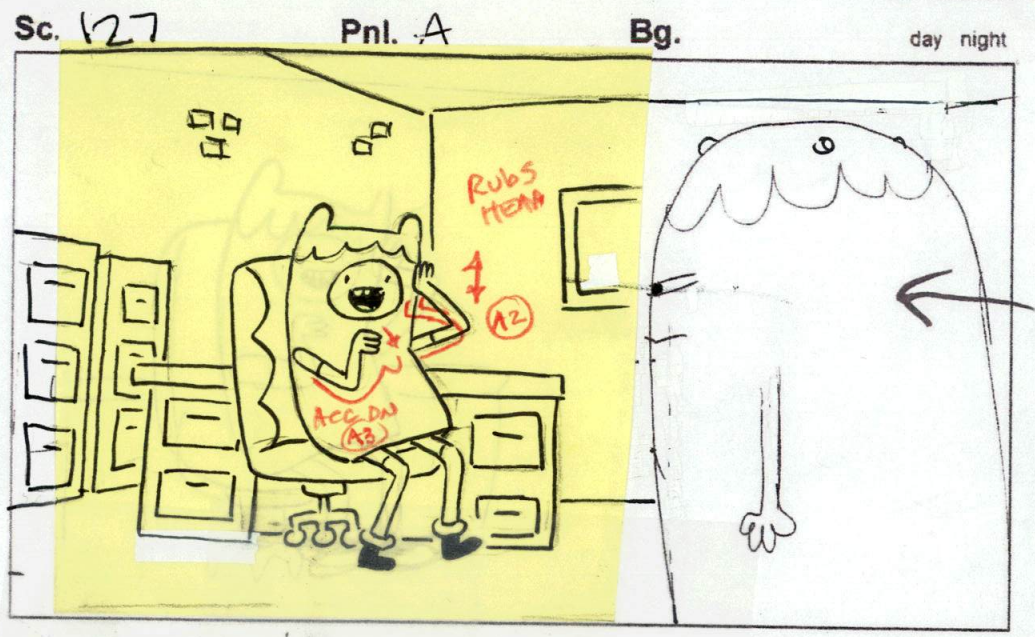
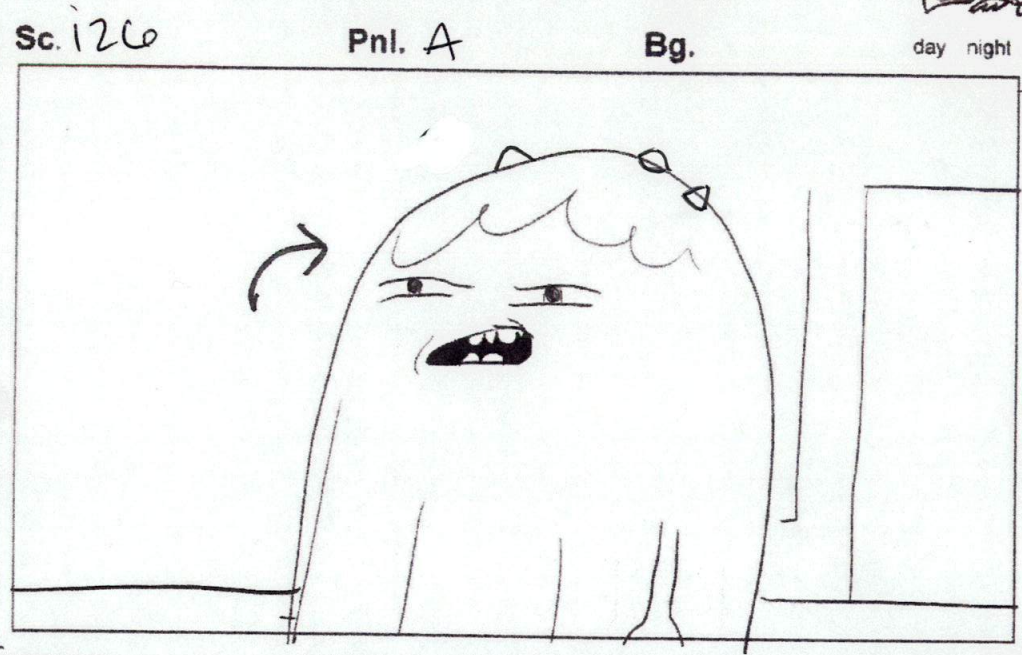
pg. 170

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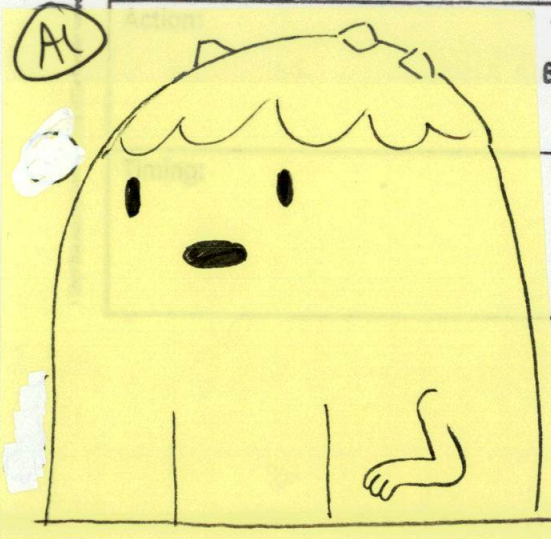
ADVENTURE TIME



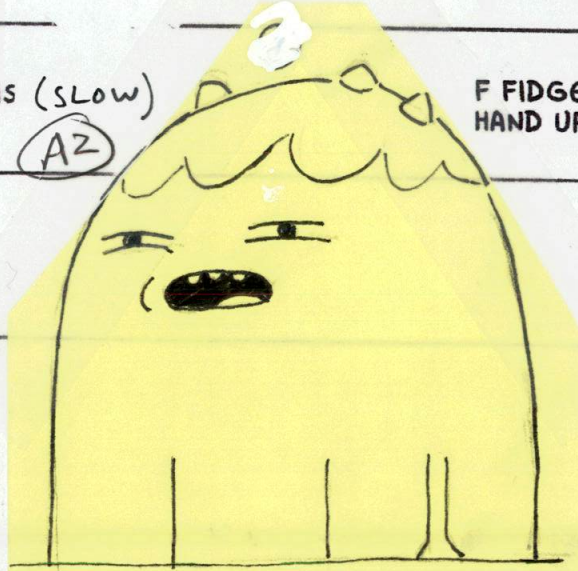
Dialog:

BG/ YEEAHHH...
#16

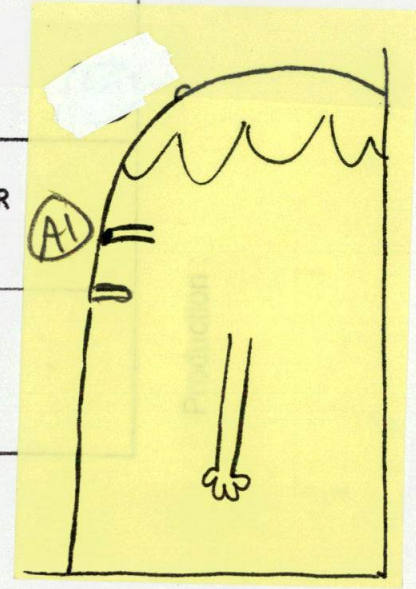
E/ DO YOU HAVE SOME ART OF YOUR OWN I
COULD LOOK OFF OF AND GET, UH



BG LEANS BACK A
BIT WHILE HE SAYS THIS (SLOW)



F FIDGETS IN SEAT, RAISES HAND TO HEAD AND OTHER
HAND UP



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ADVENTURE TIME



Page 172
day night

Sc. 127 *cont* Pnl. B

Bg.

day night

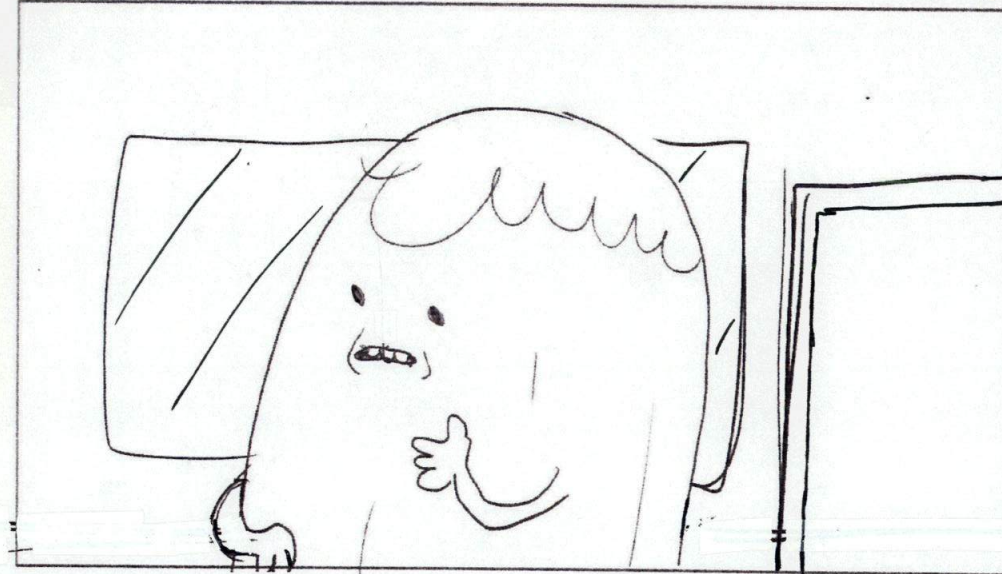


Sc. 128

Pnl. A

Bg.

day night



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Dialog:

E/ I DON'T KNOW....UH INSPIRATION FROM?

BG/ INSPIRATION.....

#16

Action:

F CROSSES LEGS, RESTS RIGHT ARM ON THEM, TRIES TO LOOK CASUAL.

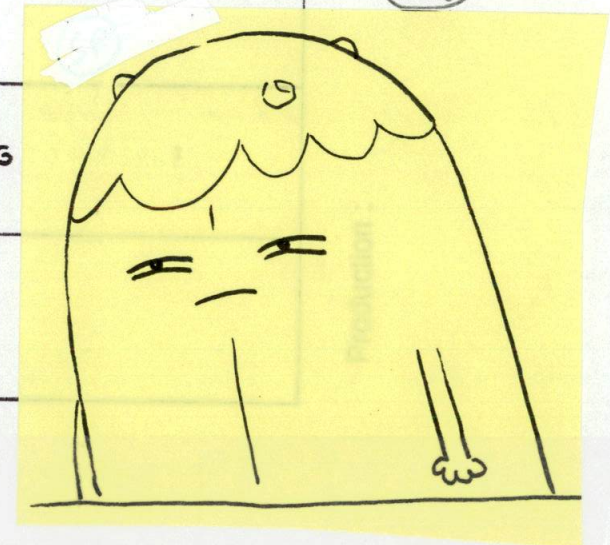
-BG #16

PUTS HAND ON CHIN(?) AREA, SOFTLY TALKING TO HIMSELF.

Timing:



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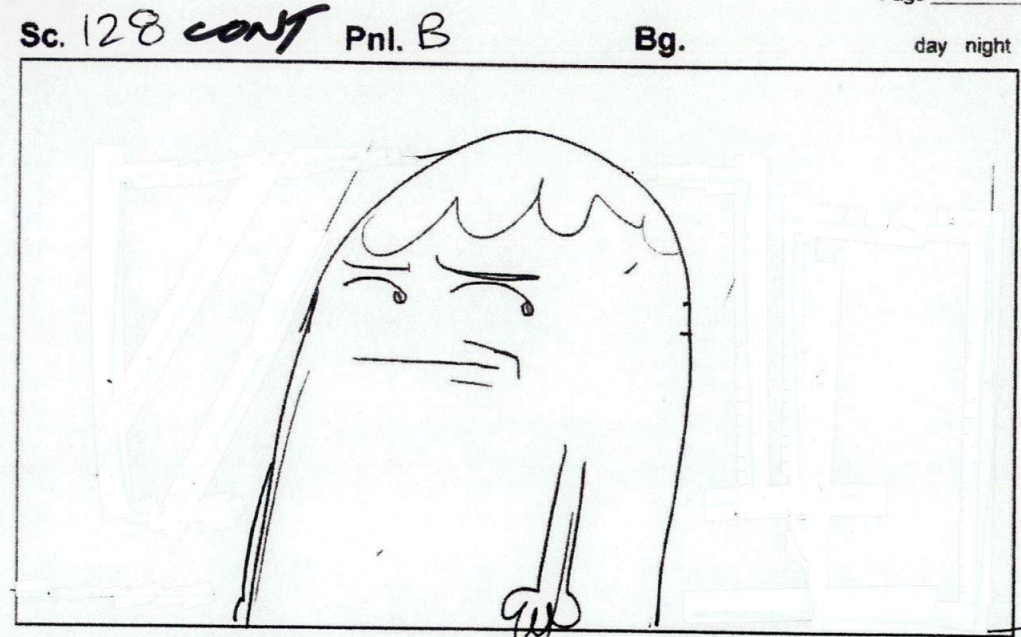
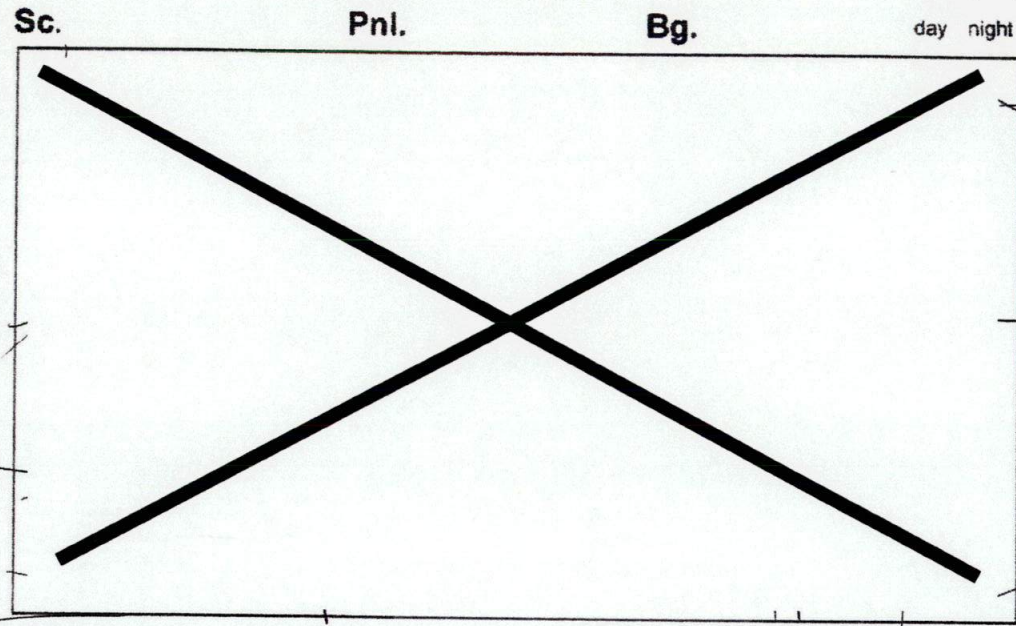
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ADVENTURE TIME



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Dialog:	BG #16 : "HMM"
Action:	- BG#16 LOOKS AWAY FROM FINN,
Timing:	SEP 10 2015

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ADVENTURE TIME



Sc. 129

Pnl. A

Bg.

day night

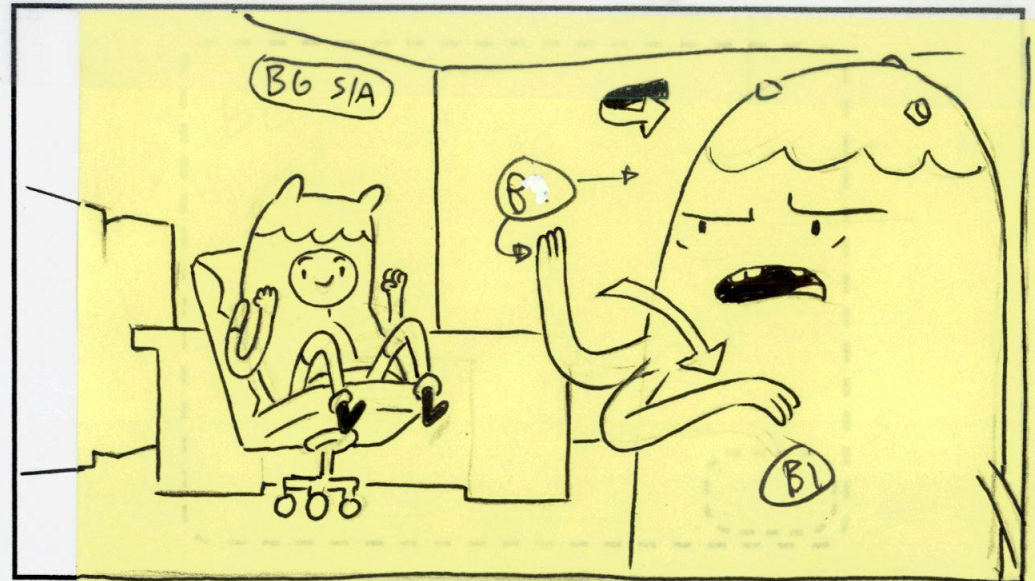
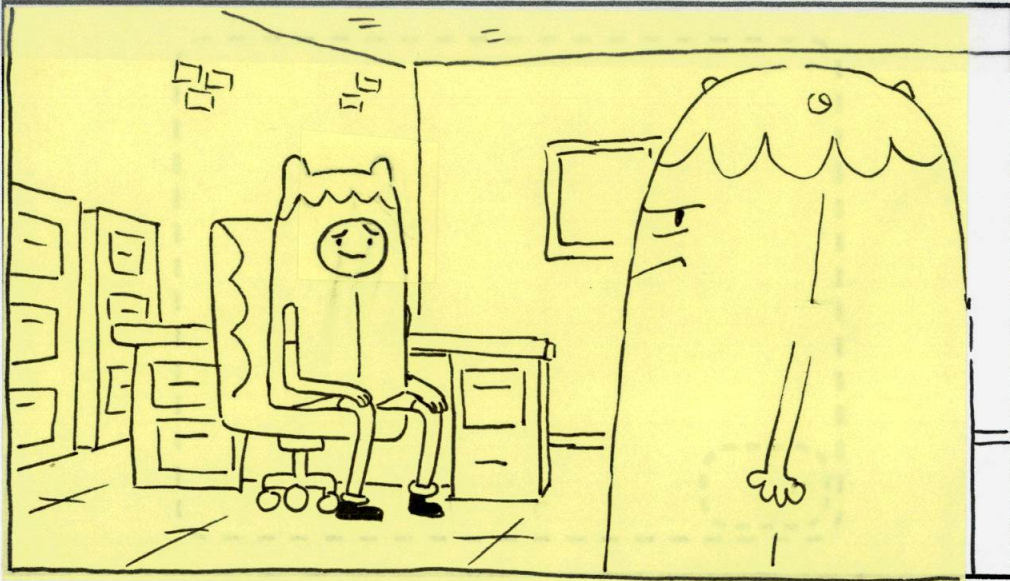
Sc. 129 cont.

Pnl. B

Bg.

Page 174
day night

174A NEXT



Dialog:

BG: FOLLOW ME

Action:

BG TURNS AND MOTIONS WITH ARM,
F PUTS LEGS ON CHAIR AND SHAKES HIS FISTS
WITH DELIGHT

Timing:

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ADVENTURE TIME



Page **174A**
175 NEXT

Sc. **120** **CONT** Pnl. **C**

Bg.

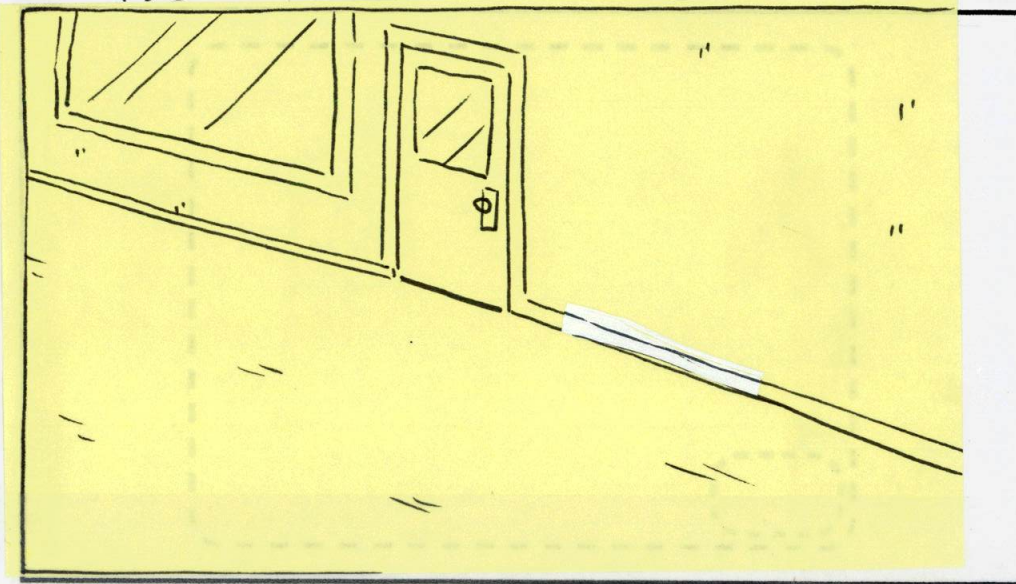
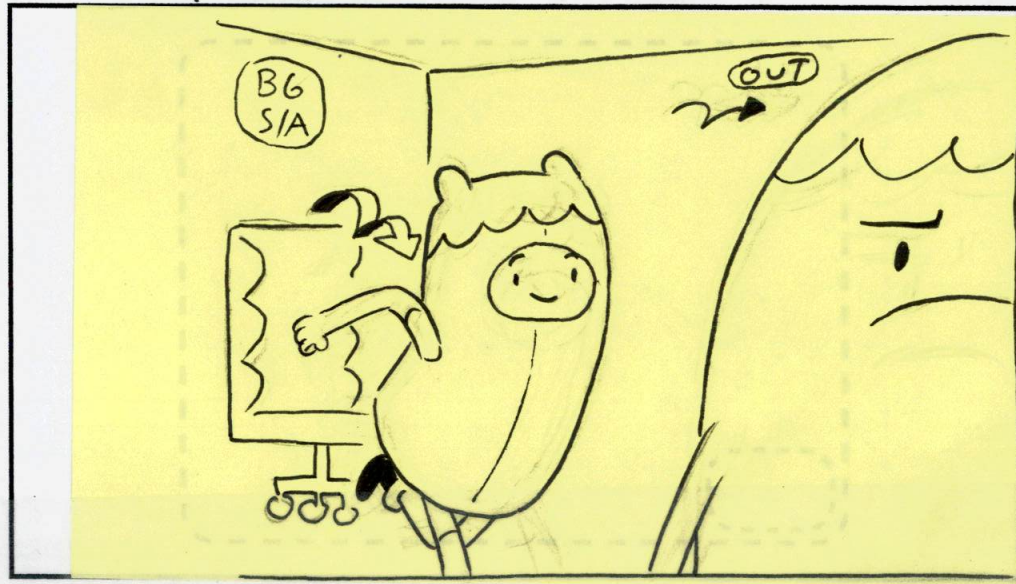
day night

Sc. **130**

Pnl. **A**

Bg.

day night



Dialog:

Action:

BG TURNS HEAD AND CONTINUES OUT OF FRAME,
 FINN HOPS OUT OF SEAT AND FOLLOWS.

Timing:

SEP 1 0 2015

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Production:

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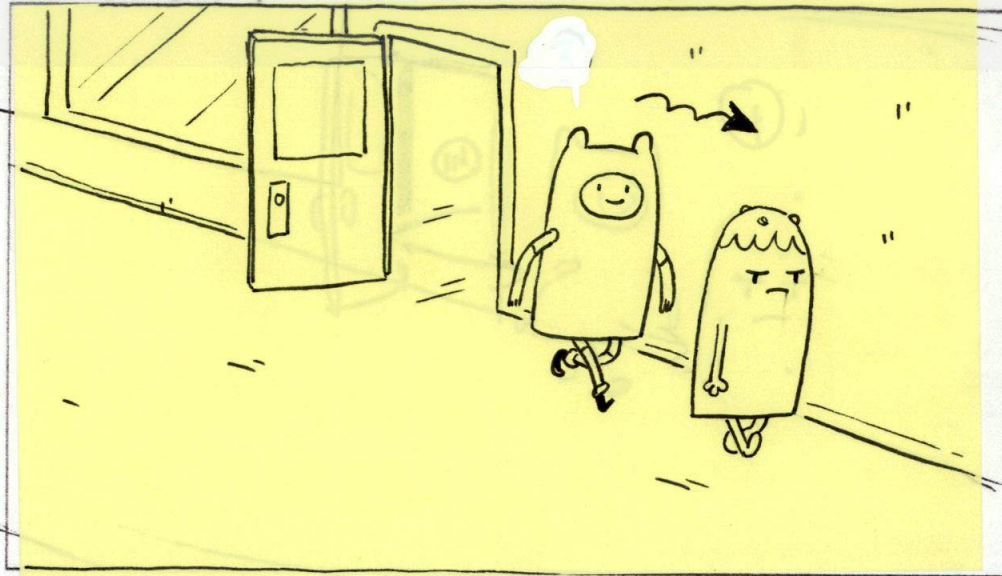
1034/233

ADVENTURE TIME

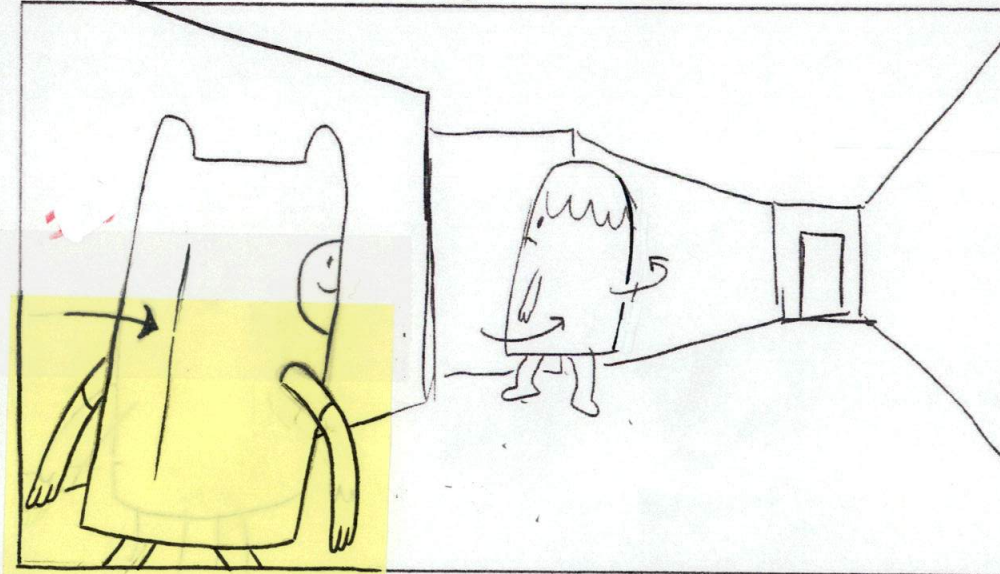


Page 175

Sc. 130 cont Pnl. B Bg. day night



Sc. 131 Pnl. A Bg. day night



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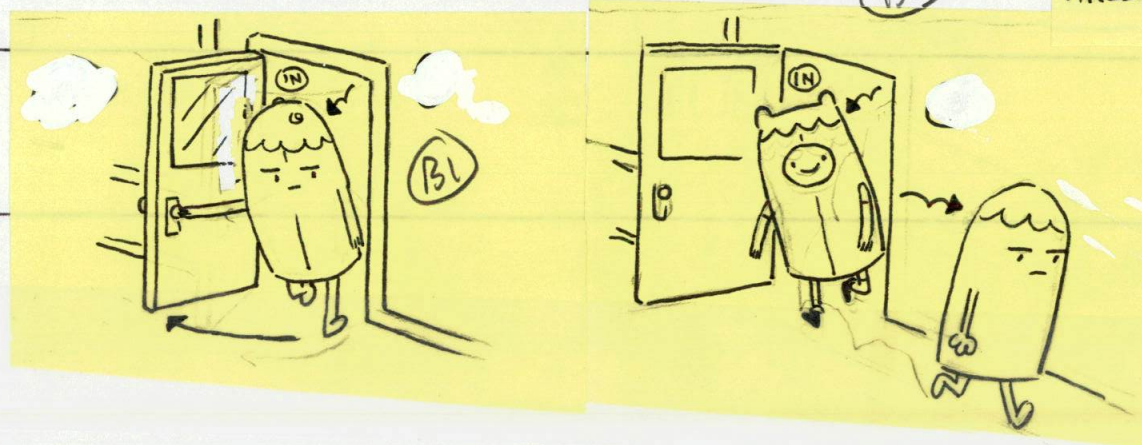
Dialog:

Action:

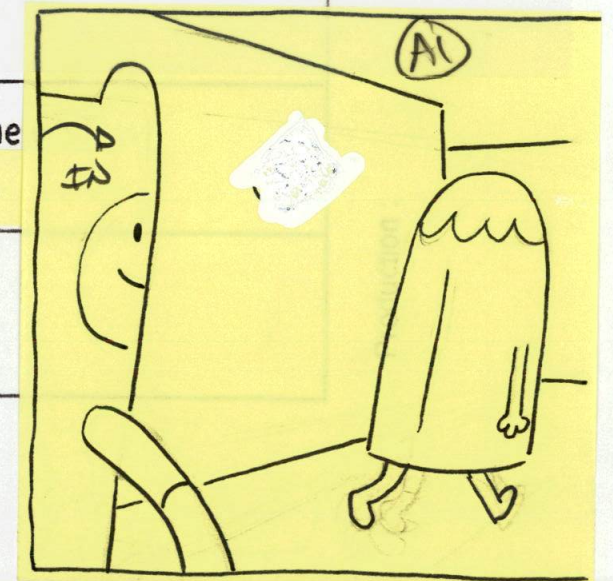
- F + BG SILENTLY WALK OUT OF OFFICE AND DOWN THE HALL

BG STOPS FOR A SECOND TO CHECK THE HALLWAY, FINN KEEPS FOLLOWING.

Timing:



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ADVENTURE TIME



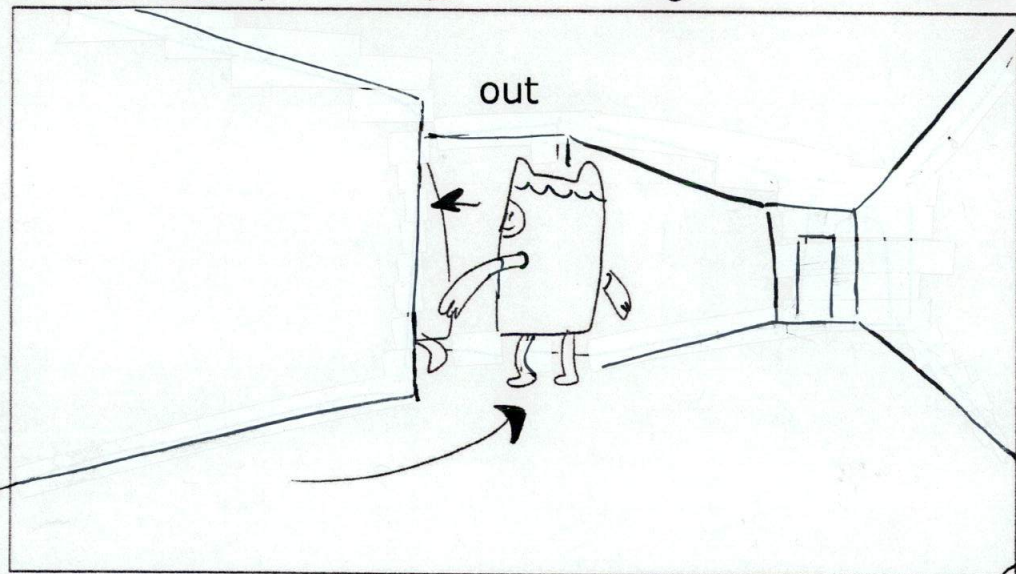
Page 170

Sc. 131 CONT

Pnl. B

Bg.

day night

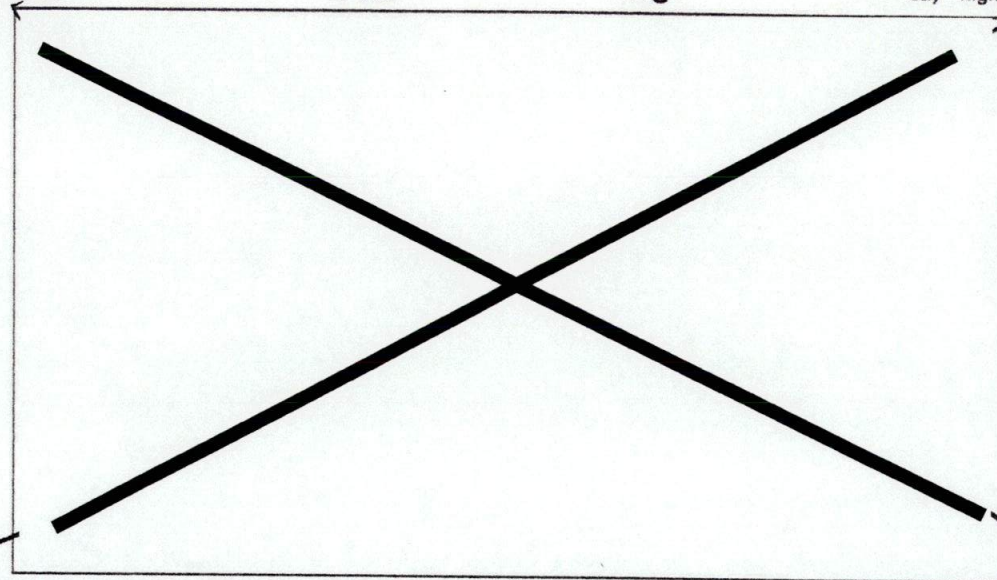


Sc.

Pnl.

Bg.

day night



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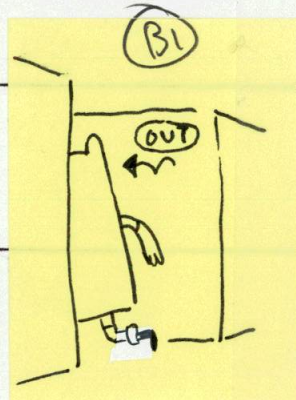
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Dialog:

Action:

- BG KEEPS GOING, FINN FOLLOWS ALONG.

Timing:



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ADVENTURE TIME



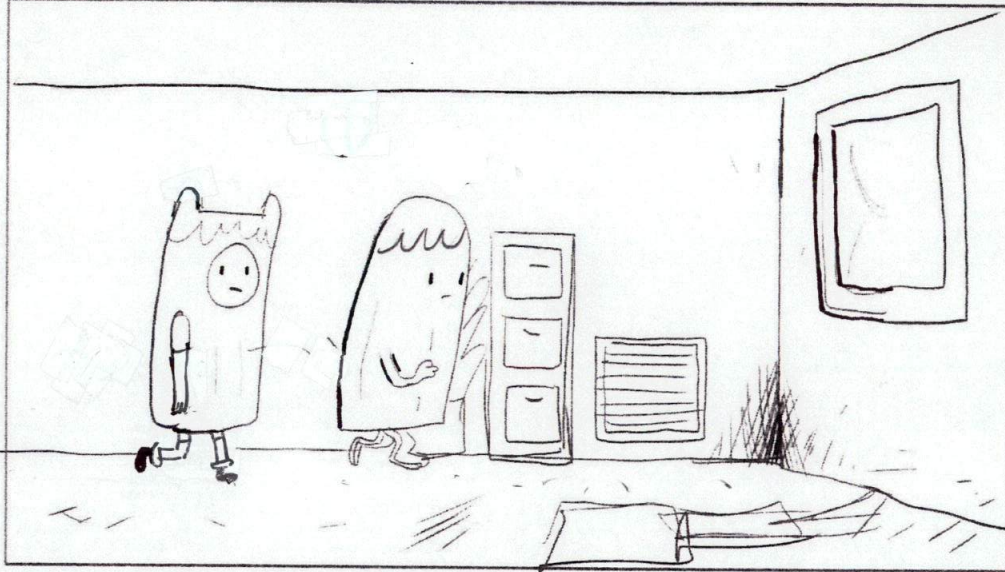
Page 177

Sc. 132

Pnl. A

Bg.

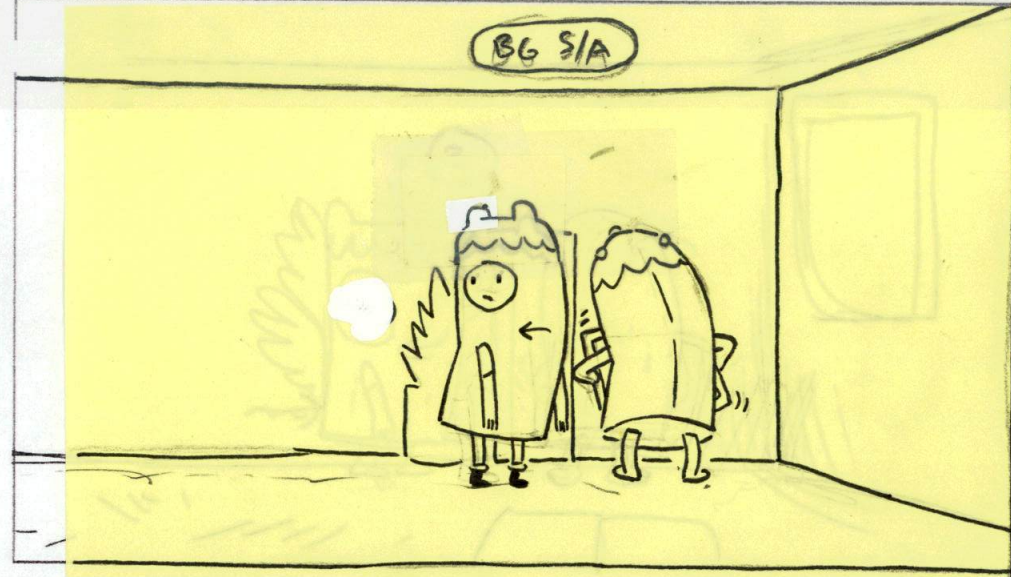
day night



Sc. 132 CONT Pnl. B

Bg.

day night



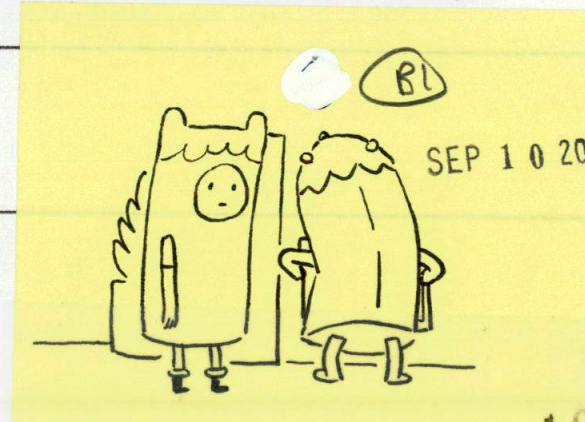
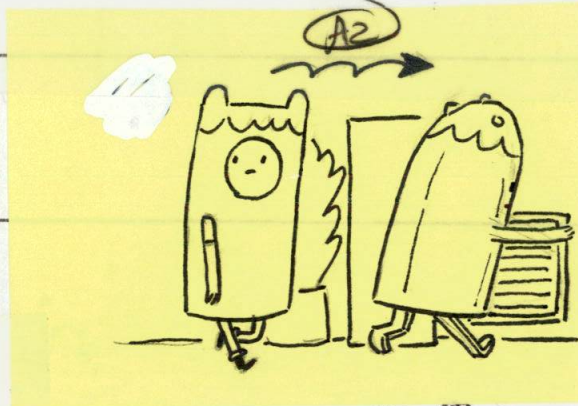
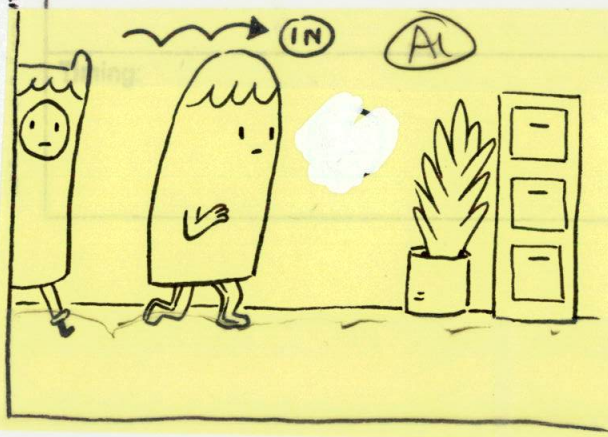
Dialog:

SFX: * RATTLING *

Action:

BG WALKS INTO FRAME, FINN IS BEHIND HIM WALKING IN TOO

FINN TURNS REAL QUICK TO LOOK BEHIND HIM,
BG FIDDLES WITH AIR DUCT COVER AND IT MOVES



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ADVENTURE TIME

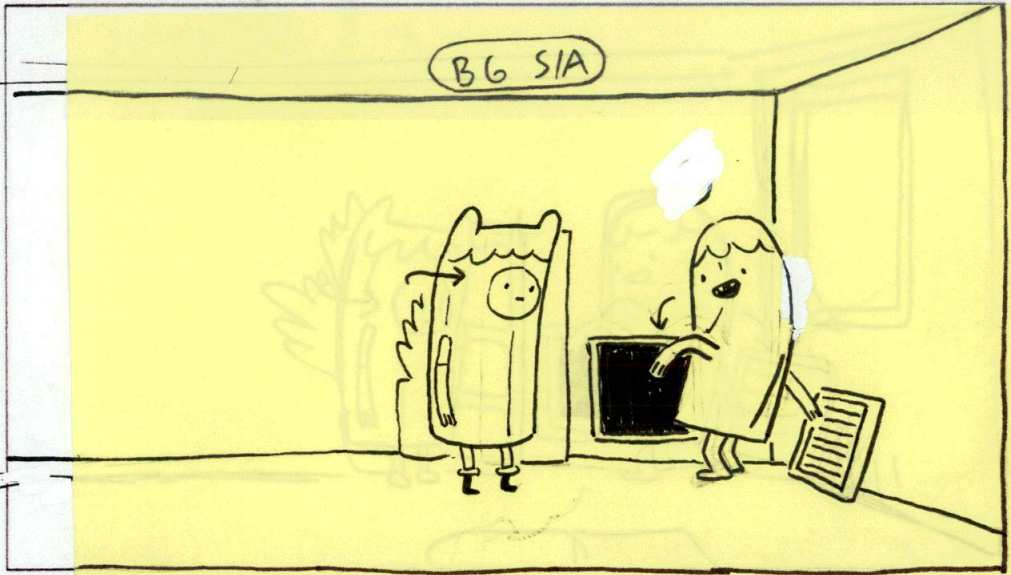


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Sc. 132 CONT Pnl. C

Bg.

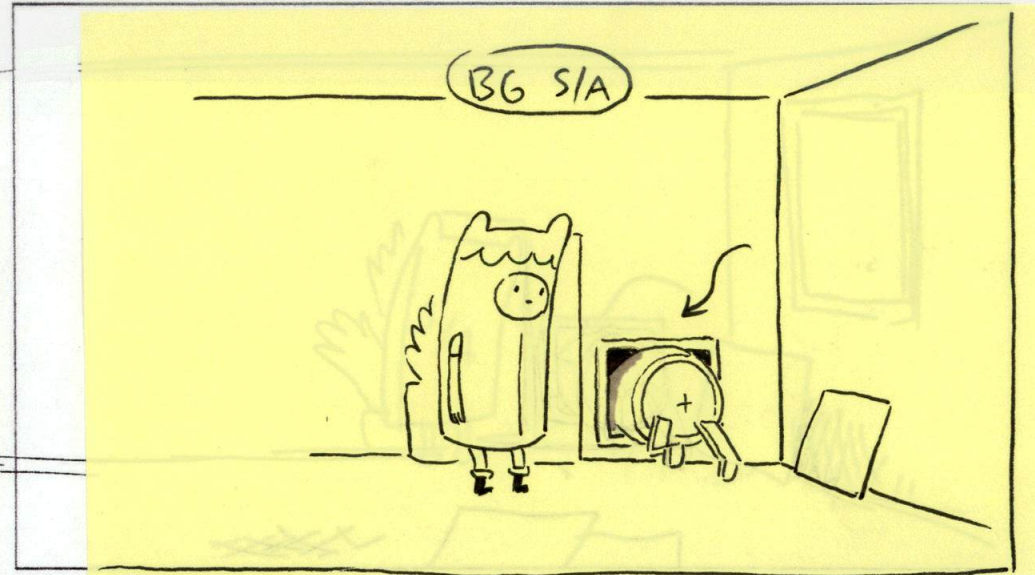
day night



Sc. 132 CONT Pnl. D

Bg.

day night



Dialog:

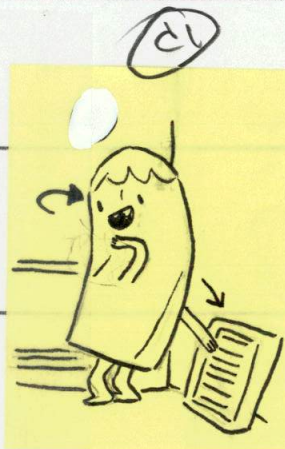
BG/ IN HERE!
16

Action:

FINN LOOKS BACK AT THE NEW HOLE,
BG MOTIONS WITH HIS ARM AND SETS THE
AIR DUCT COVER TO THE SIDE

~ BG CRAWLS INTO THE AIR DUCT

Timing:



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ADVENTURE TIME



NO SC
133

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Sc. 132 CONT Pnl. E

Bg.

day night



Sc. 132 CONT Pnl. F

Bg.

day night



Dialog:

Action:

FINN TAKES ONE LOOK BACK AS HE REACHES FOR THE HOLE,
BG CRAWLS FURTHER IN

FINN DUCKS DOWN, ABOUT TO ENTER THE HOLE

Timing:

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ADVENTURE TIME



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Sc. 134

Pnl. A

Bg.

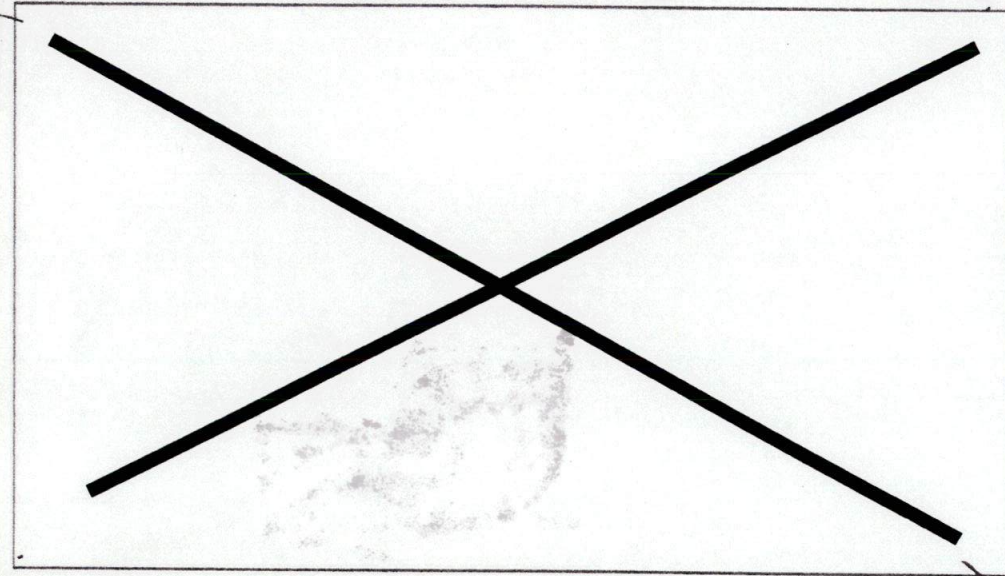
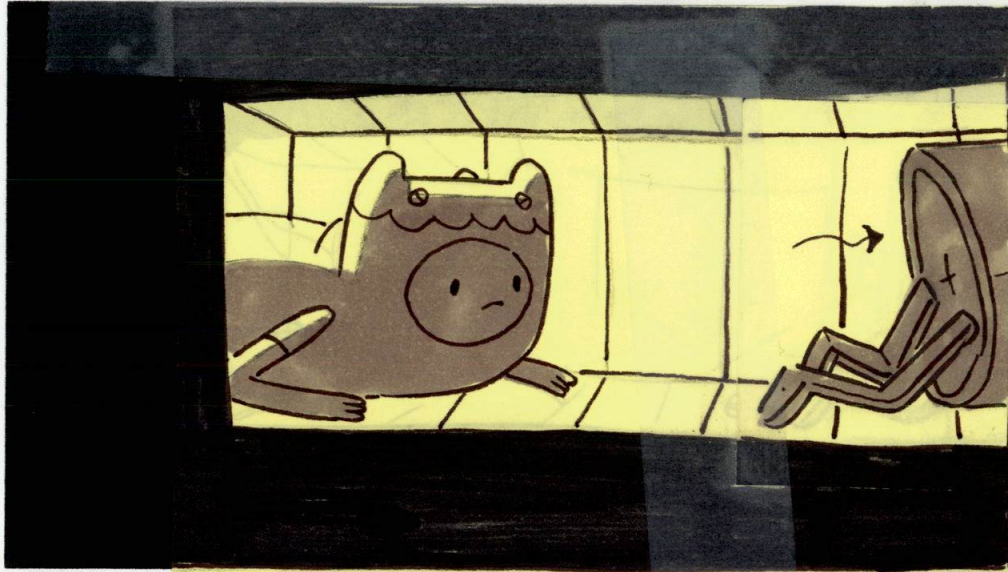
day night

Sc.

Pnl.

Bg.

day night

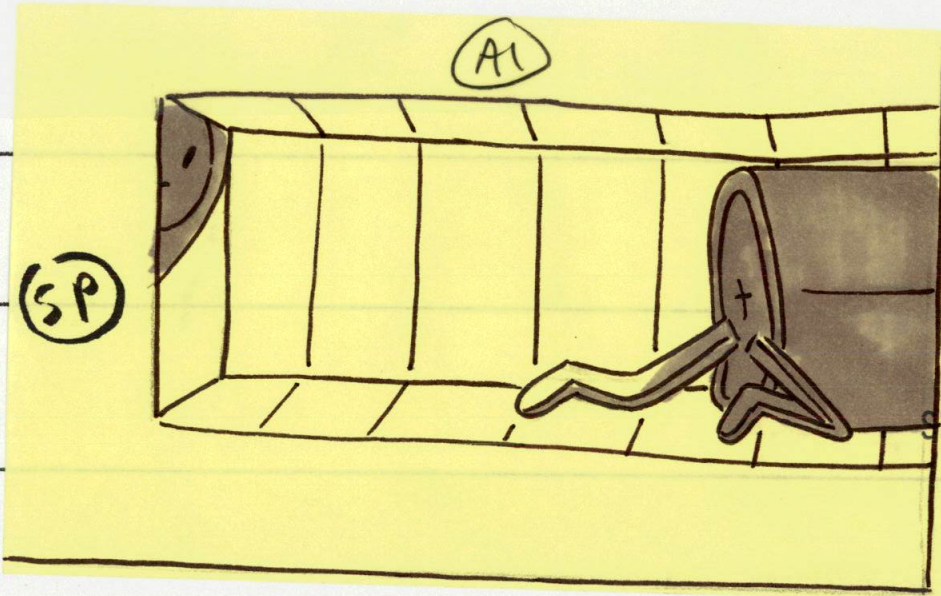


Dialog:

Action:

BG IS ALREADY CRAWLIN' AWAY AS F POPS INTO THE VENT

Timing:



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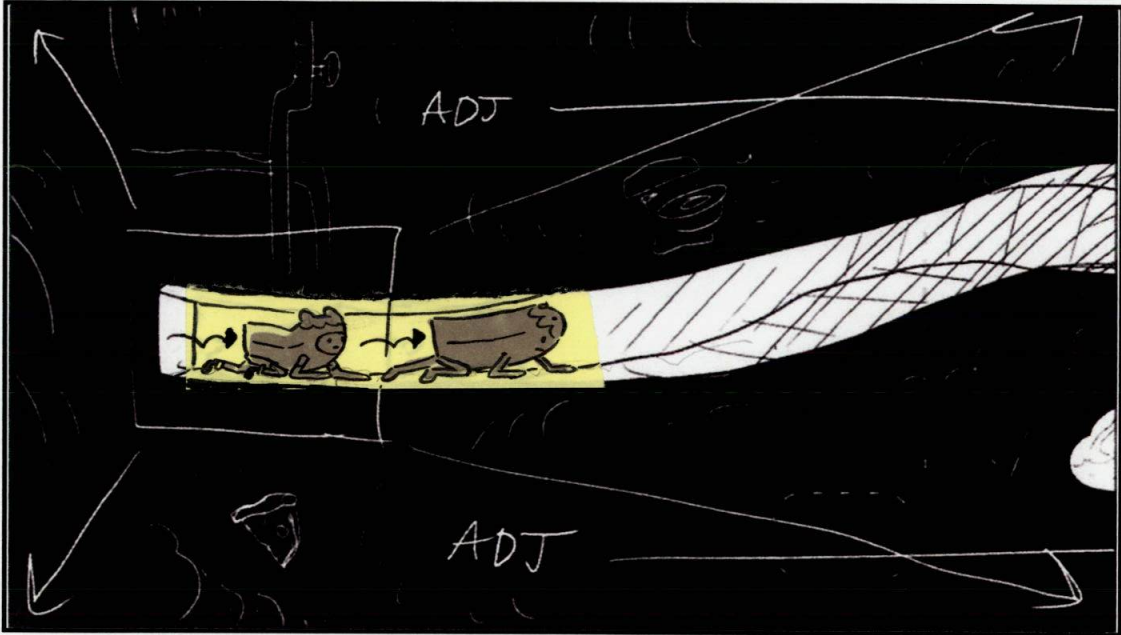
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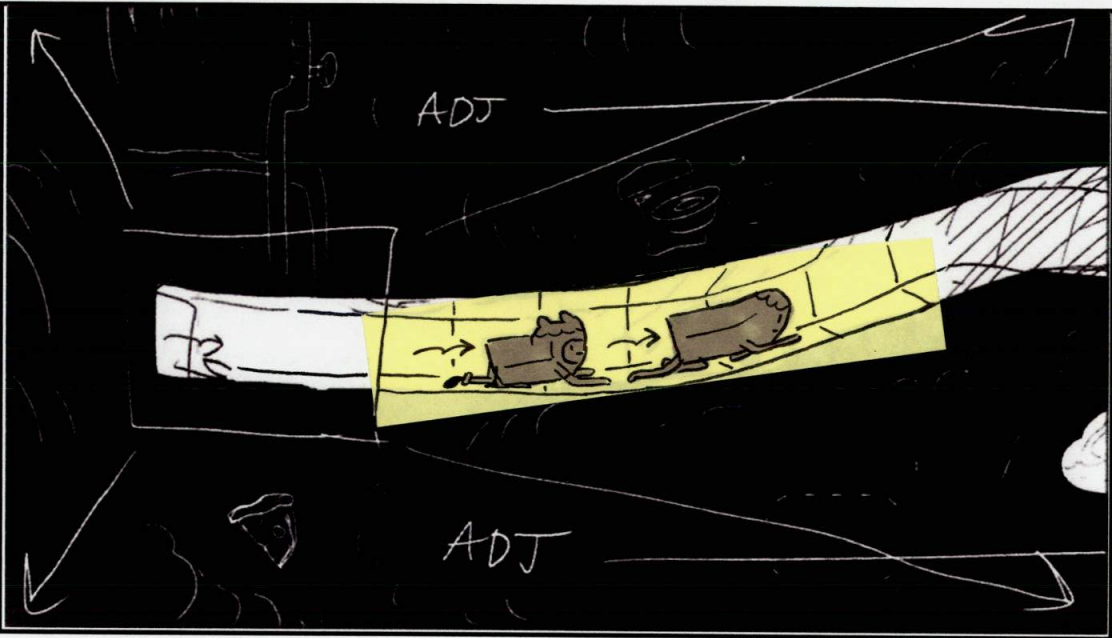
ADVENTURE TIME



Sc. 134 *cont* Pnl. B Bg. day night



Sc. 134 *cont* Pnl. C Bg. day night



Dialog:	BG #16/ "I found this walled off area"	BG #16/ while cleaning one day..."
Action:		
Timing:	SEP 10 2011	

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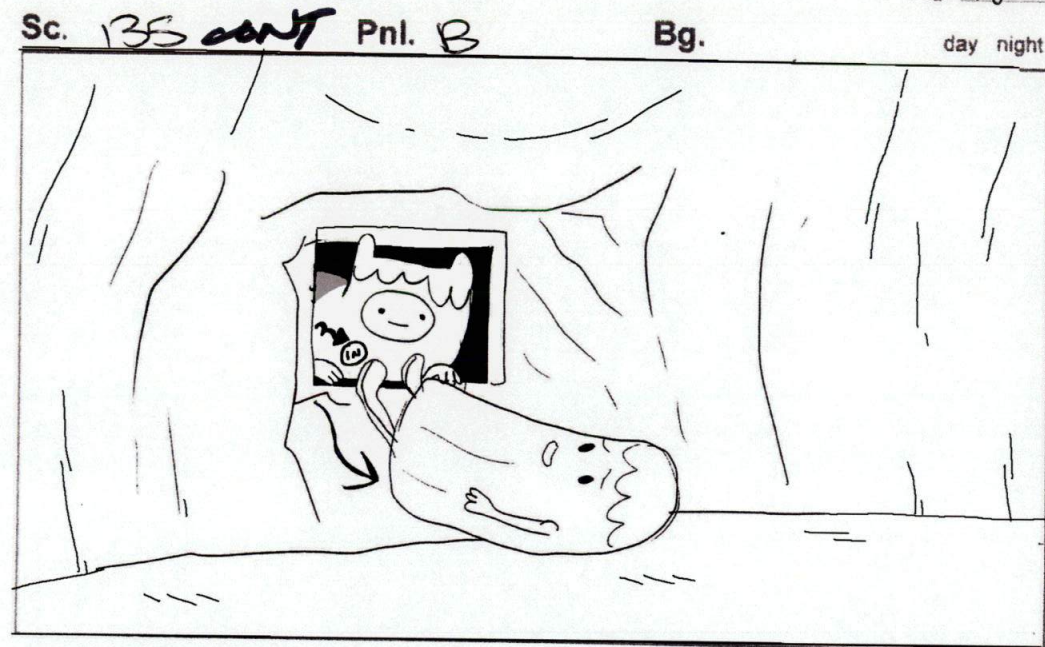
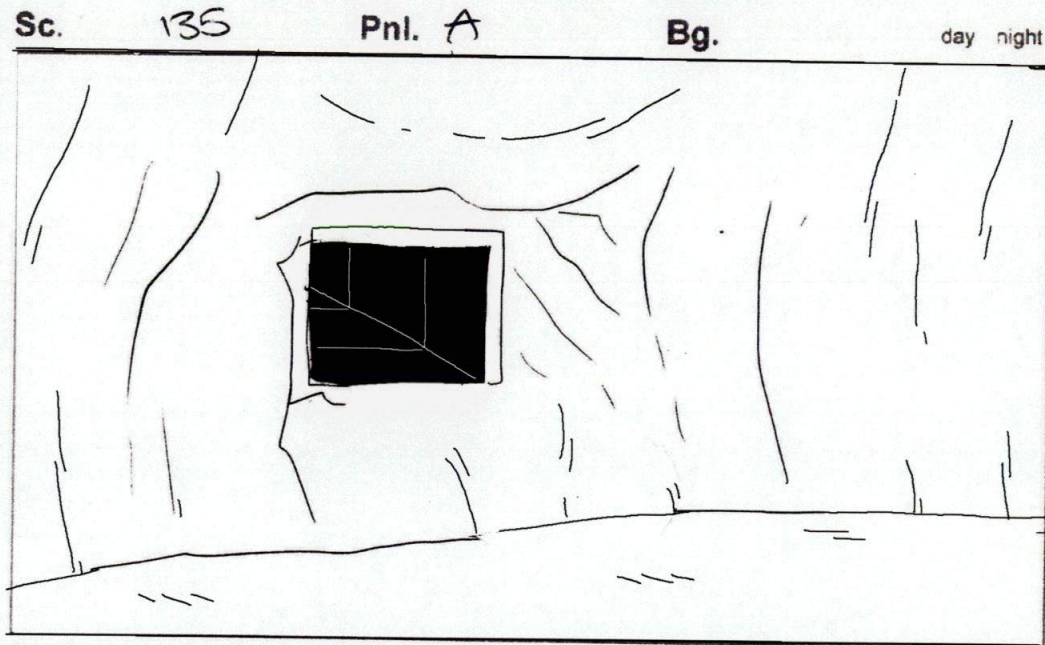
1034/233

Production:

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ADVENTURE TIME

Page 182



Dialog: BG 16 : I like to use it as my...uh...

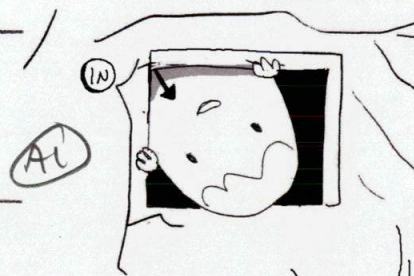
BG #16 AS MY STUDIO I GUESS.

Action:

BG POPS OUT OF BROKEN ENTRANCE FROM VENT

— BG SLIDES DOWN THE INCLINE AS FINN POPS OUT

Timing:



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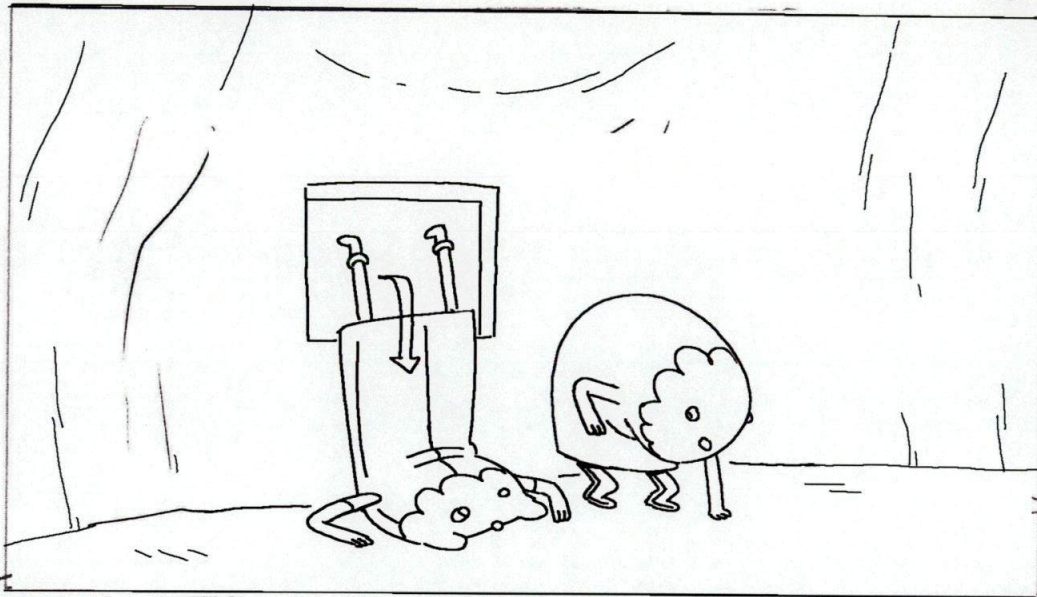
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Sc. 135 *cont* Pnl. C

night



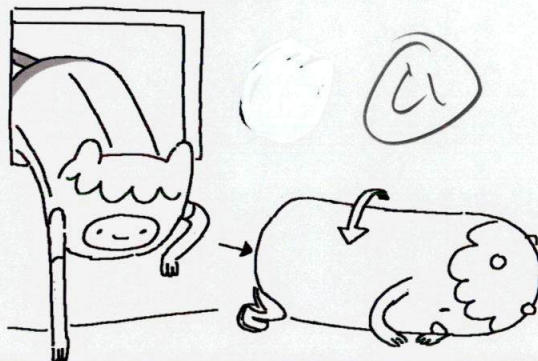
Dialog:

SFX: *THMP *

Action:

BG BENDS AND GETS UP, FINN ALSO SORT OF SLIDES/FALLS OUT OF THE VENT

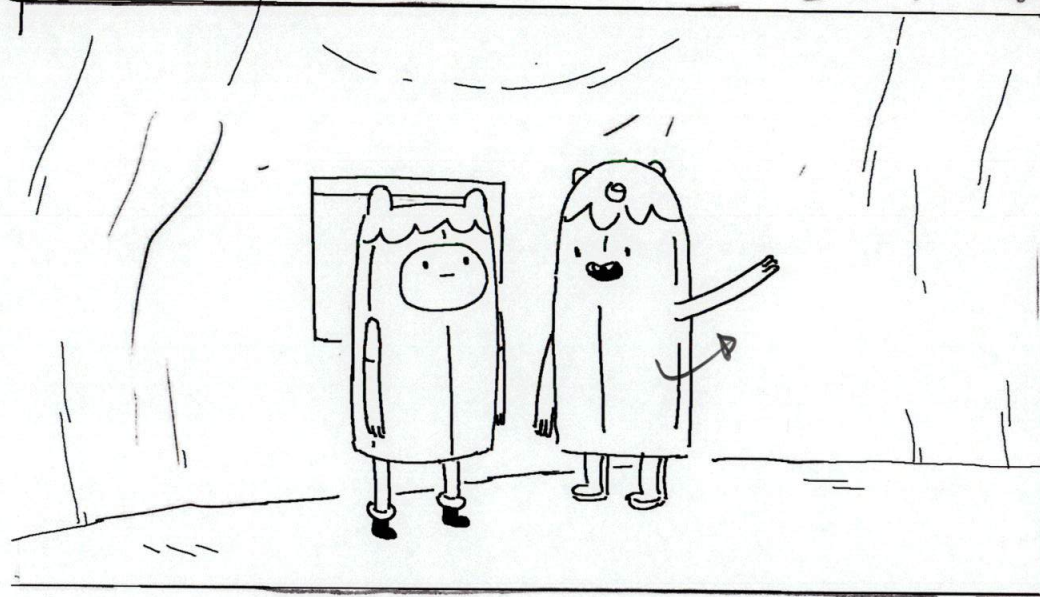
Timing:



Sc. 135 *cont* Pnl. D

night

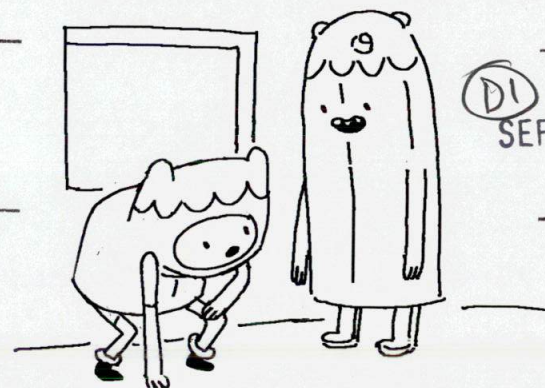
183



BG #16

/ MAYBE THIS WILL INSPIRE YOU?

BG STANDS UP STRAIGHT AND MOTIONS WITH HIS ARM, FINN GETS UP AND IS A LITTLE DIZZY FROM THE SMALL FALL.



DI
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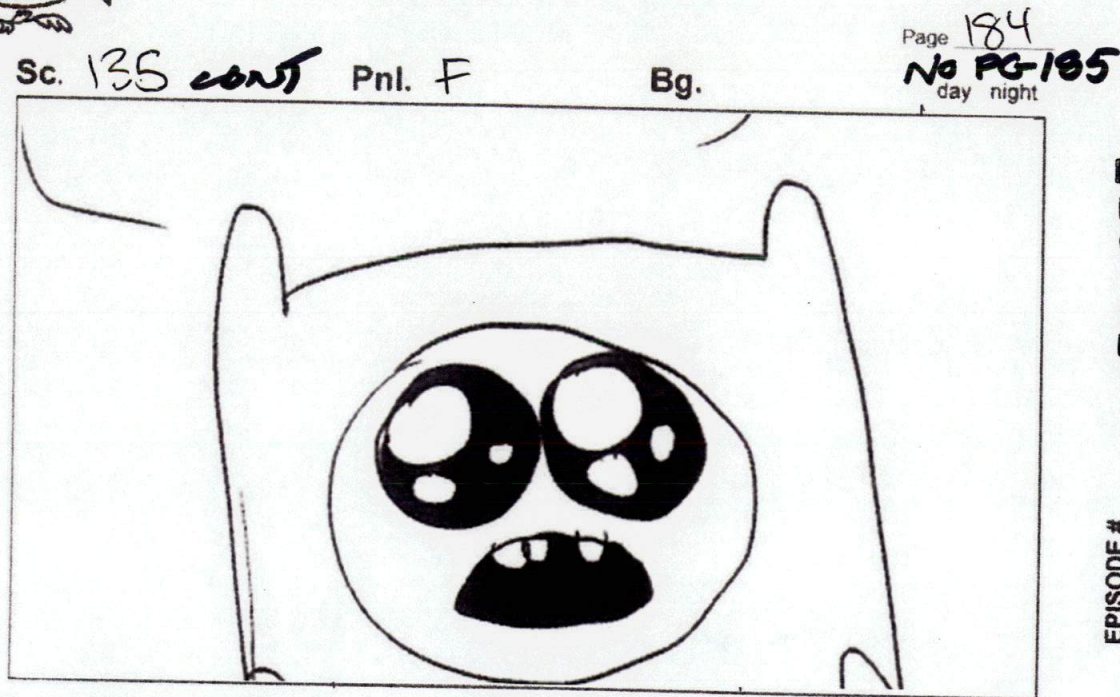
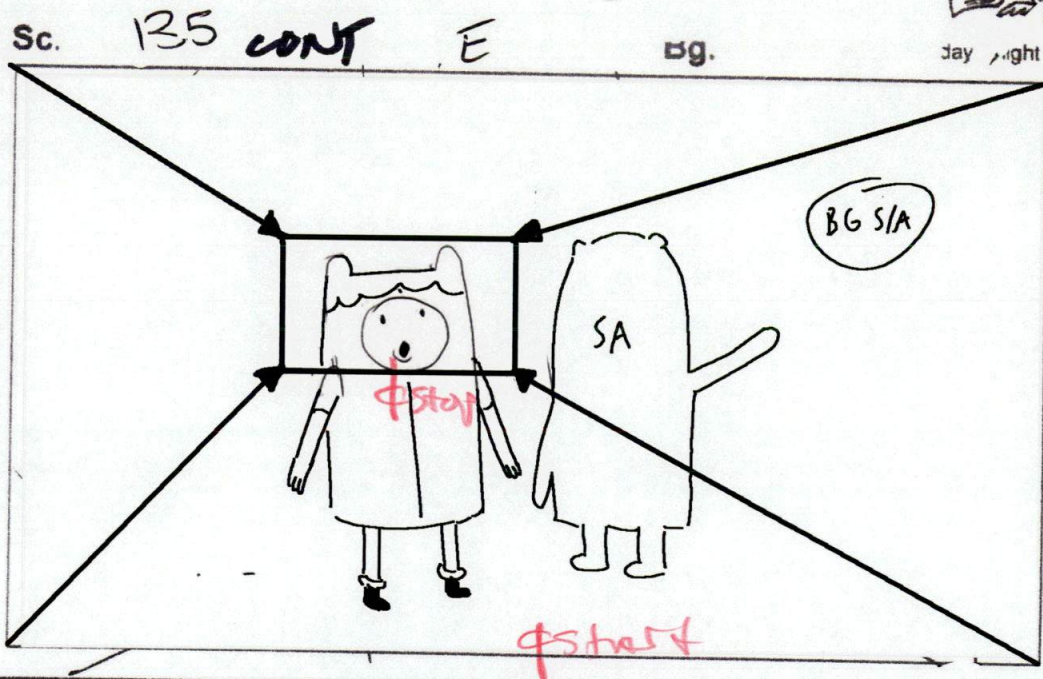
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NO SC 136



Dialog:	F/ *GASPS	Diag truck IN
Action:	- QUICK ZOOM IN ON FINN AS HE NOTICES THE ENTIRE PLACE - FINN'S EYES GROW BIG AND MOUTH AGAPE	
Timing:	SEP 10 2015	

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Sc. 137

Fin.

B

Bg.

day night

Sc.

Pnl.

Bg. A

day night

186



Dialog:

(VO)

F/ OH MY GLOB! THESE ARE GORGEOUS!

BG #16: HEY, THANKS.

Action:

PAN OVER FROM FINN AND THE BG TO THE RIGHT
TO GET A VIEW OF THE WHOLE ROOM AND ITS
CONTENTS

Timing:

Production :

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ADVENTURE TIME



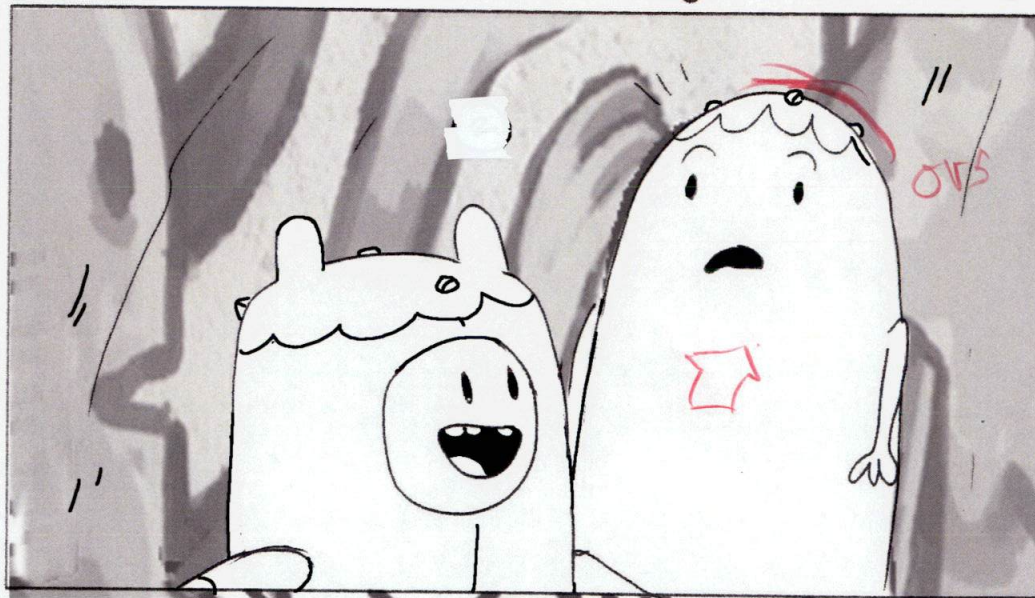
Page 187

Sc. 138

Pnl. A

Bg.

day night

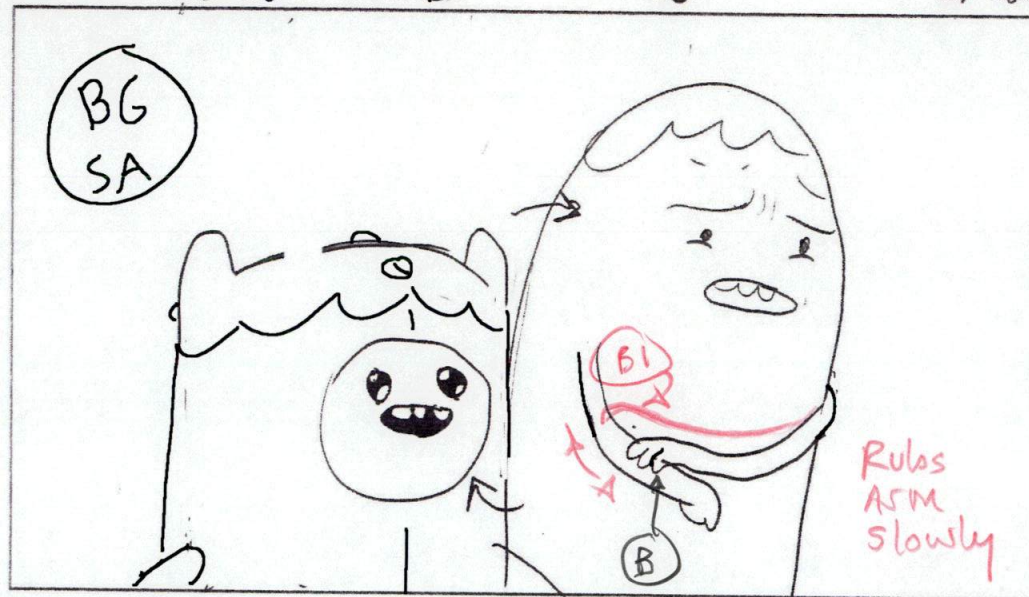


Sc. 138 *cont*

Pnl. B

Bg.

day night



Dialog:

F/ IS THIS WHY YOU'VE BEEN PAINTING OUTSIDE WALLS
BANANA GUARD #16?

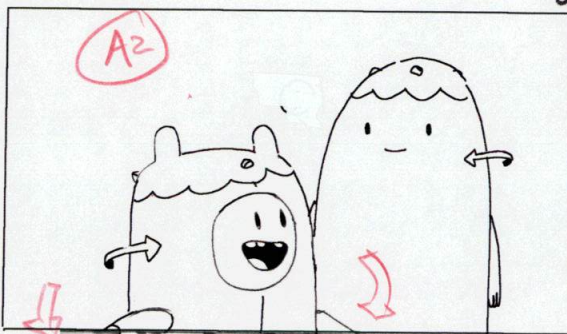
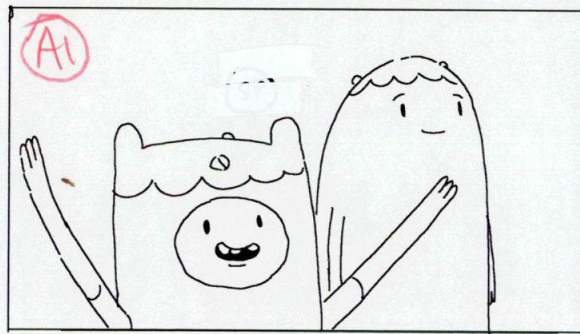
BG16/ UH... I JUST NEEDED MORE SPACE TO
EXPRESS MY ARTISTIC IMPULSES...

Action:

FINN SLIGHTLY LOOKS AT HIM WITH THIS STATEMENT, THE
BG IS A LITTLE SHOCKED THAT HE IS FIGURED OUT!

FINN LOOKS BACK AT THE WALLS, WIDE EYED
THE BG TURNS BACK TOO, RUBBING HIS ARM
SMILES AS HIS ANSWER.

Timing:



SEP 10 2015

Production :

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ADVENTURE TIME



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Sc. 139

Pnl. A

Bg.

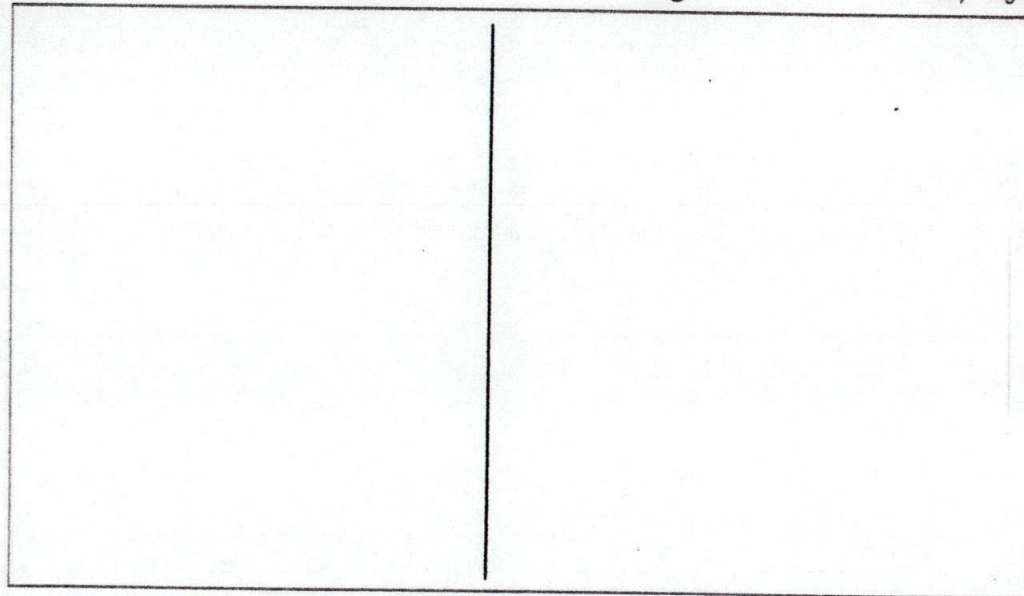
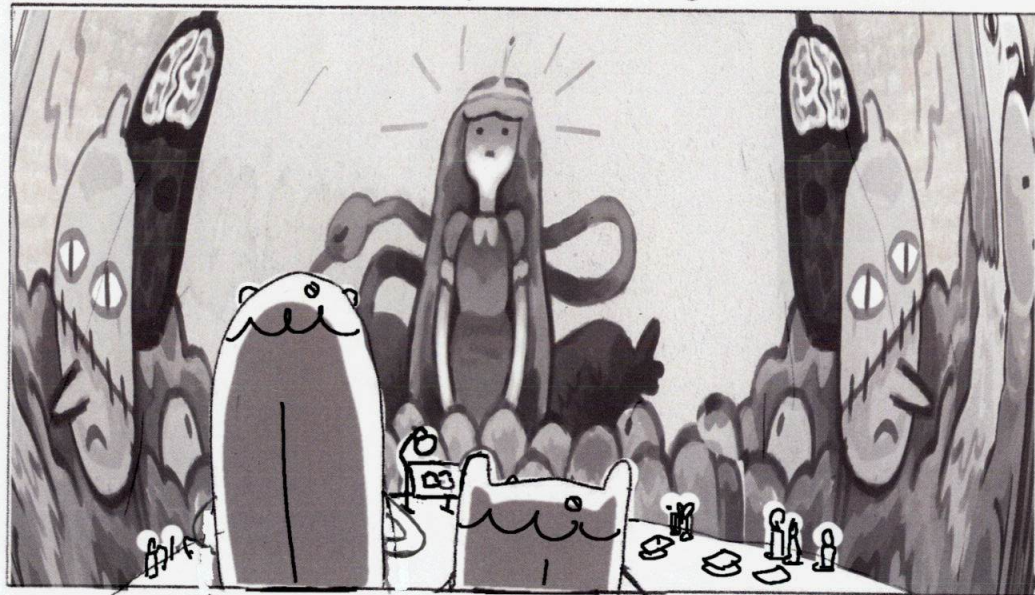
day night

Sc.

Pnl.

Bg.

day night



Dialog:

BG #6 : IT'S LIKE I NEED TO KNOW,
LIKE IT'S IN MY DNA ...

BEAT. A MOMENT OF SMALL ENJOYMENT.

edgewipe

SEP 10 2015

Production :

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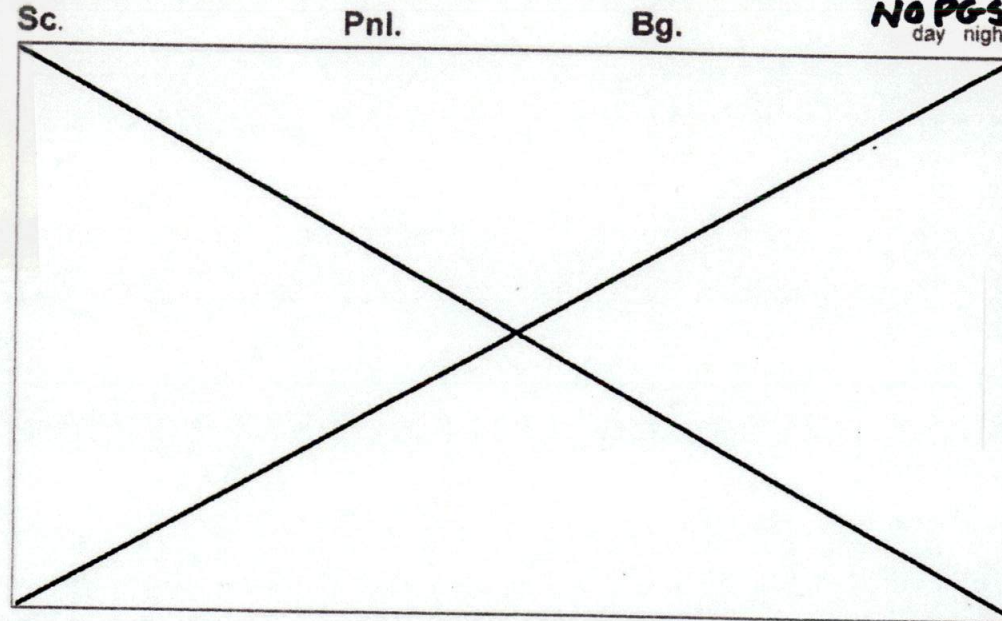
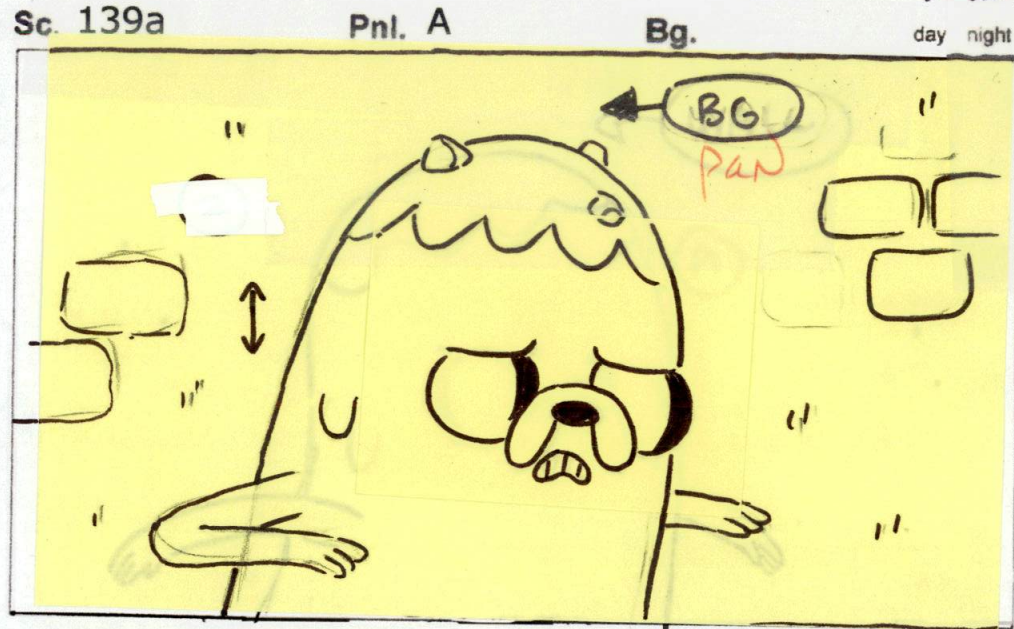


AL

ADVENTURE TIME



Page 189
NO PG-190-208
day night



Dialog: Step cycle

Action	JAKE LOOKS AROUND HALLWAY
Timing	SEP 10 2015



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ADVENTURE TIME



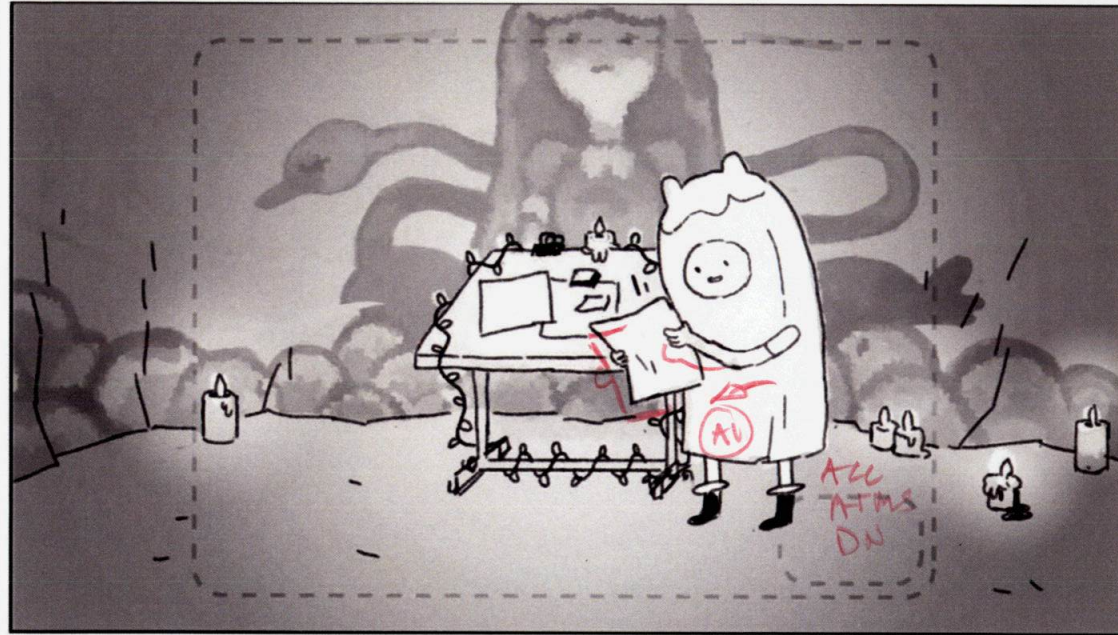
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Sc. 139B

Pnl. A

Bg.

day night

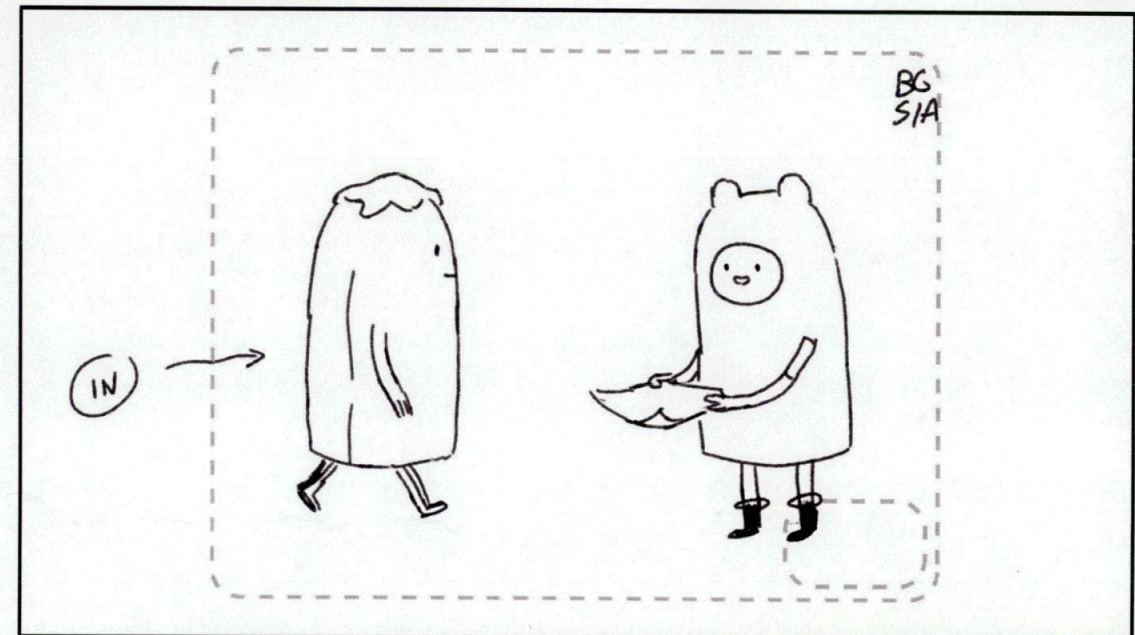


Sc. 139B *cont*

Pnl. B

Bg.

day night



Dialog:

F/ THIS STUFF IS GREAT!

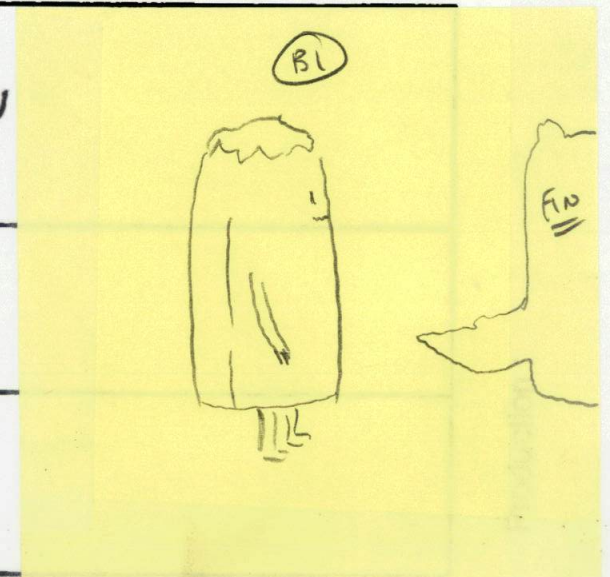
Action:

F LOOKING @ DRAWINGS & DRAFTING TABLE

Timing:

F/ YOU SHOULD HANG IT IN
A GALLERY!

SEP 10 2013



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ADVENTURE TIME



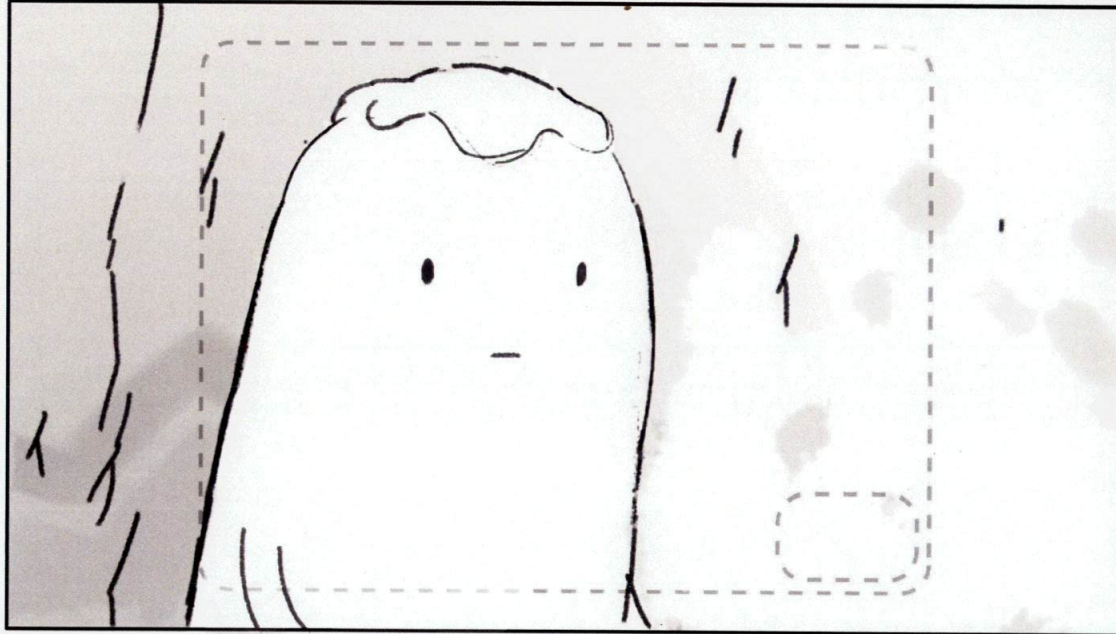
Page 210

Sc. 139c

Pnl. A

Bg.

day night



Sc. 139c

CONT

Pnl. B

Bg.

day night



Dialog:

BG16/ NO!! PRINCESS BUBBLEGUM
WOULD HATE THAT.

Action:

(SP)

SEP 10 2015

Timing:

EPISODE # 1034-223

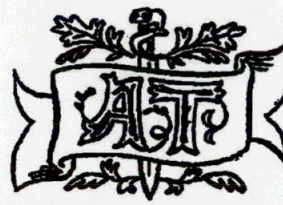
Production :

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ADVENTURE TIME

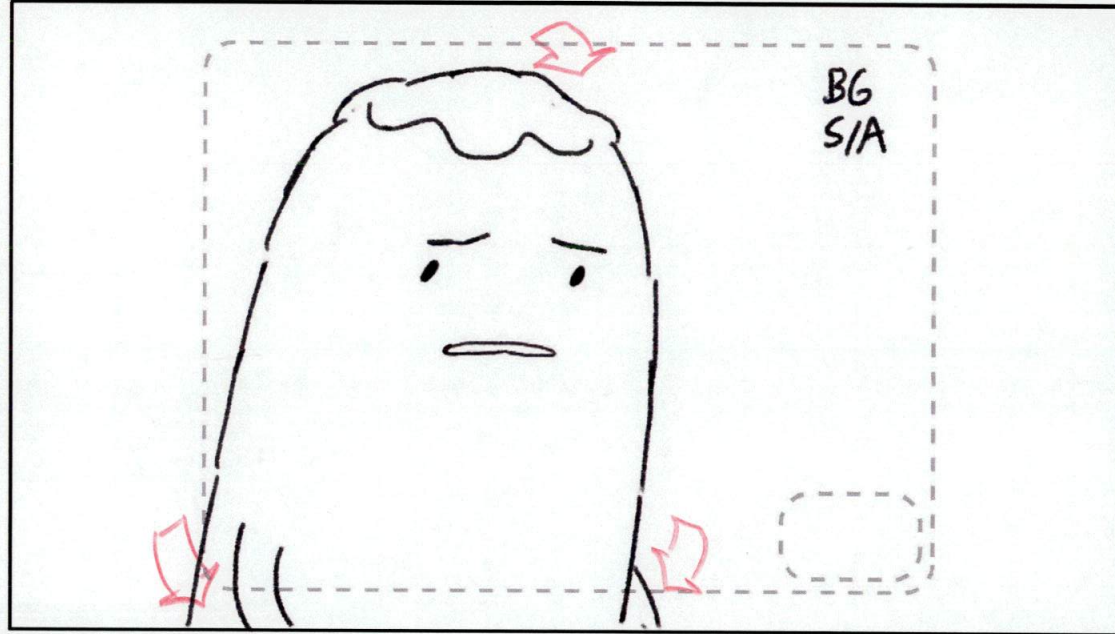


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Sc. 139c *CONT* Pnl. C

Bg.

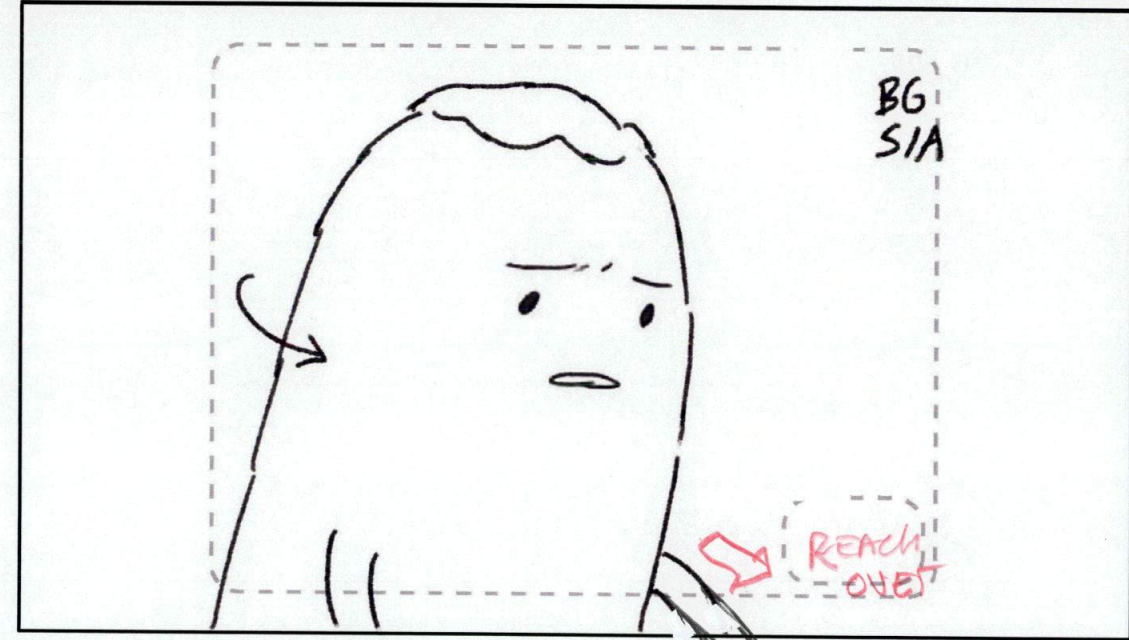
day night



Sc. 139c *CONT* Pnl. D

Bg.

day night



Dialog:

BG16/ BANANA GUARDS ARE JUST SUPPOSED TO...

BG16/ ... GUARD.

Action:

SEP 10 2015

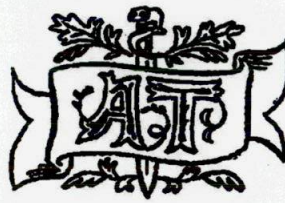
Timing:

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ADVENTURE TIME



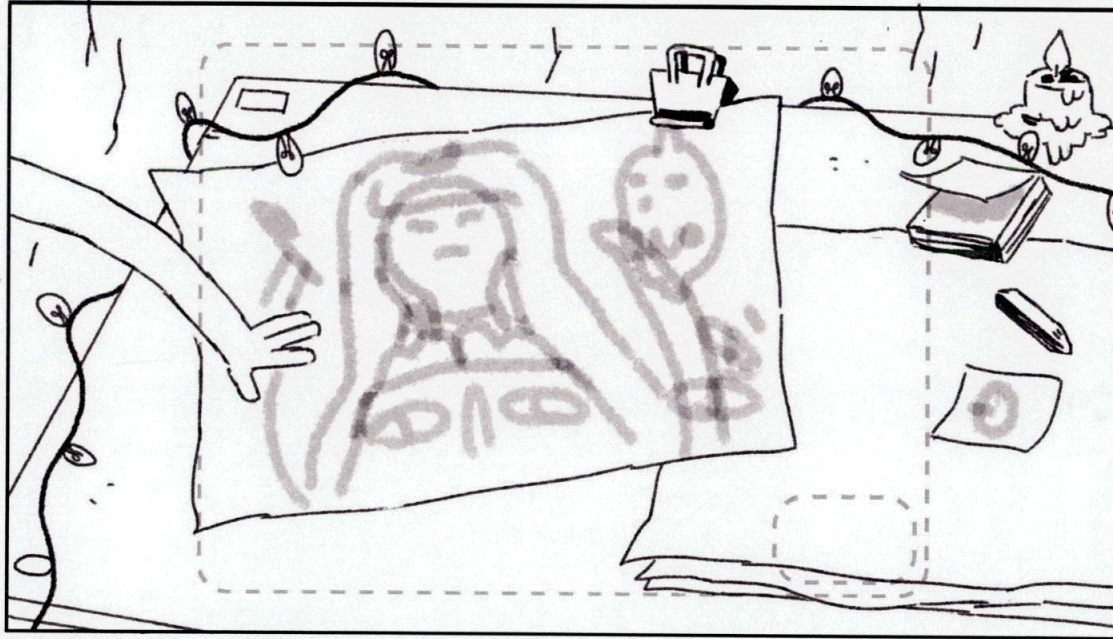
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Sc. 139d

Pnl. A

Bg.

day night

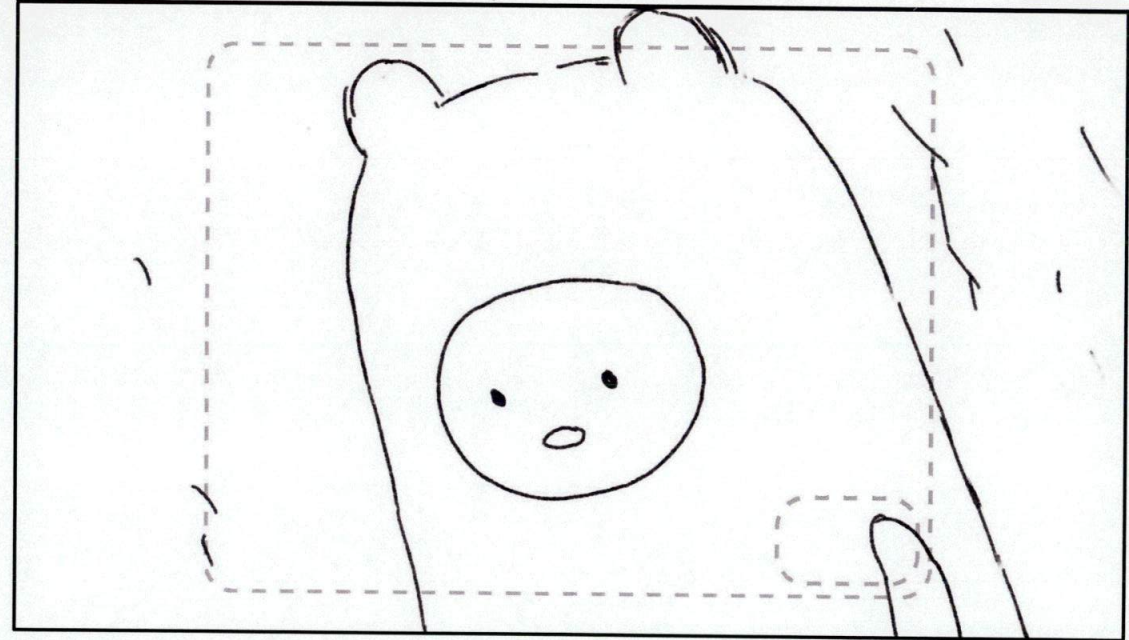


Sc. 139e

Pnl. A

Bg.

day night



Dialog:

BG 16/ SHE'D TAKE ME APART TO FIND
OUT WHAT WENT WRONG.

F/ NAHHH.

Action:

ROUGH DRAWING ON DESK - LOOKS LIKE PB
DOING MAD SCIENTIST-Y STUFF

SEP 10 2015

Timing:

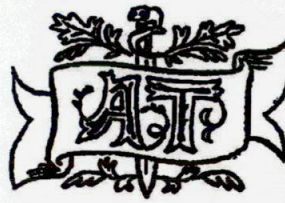
EPISODE # 1034-223

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Production :

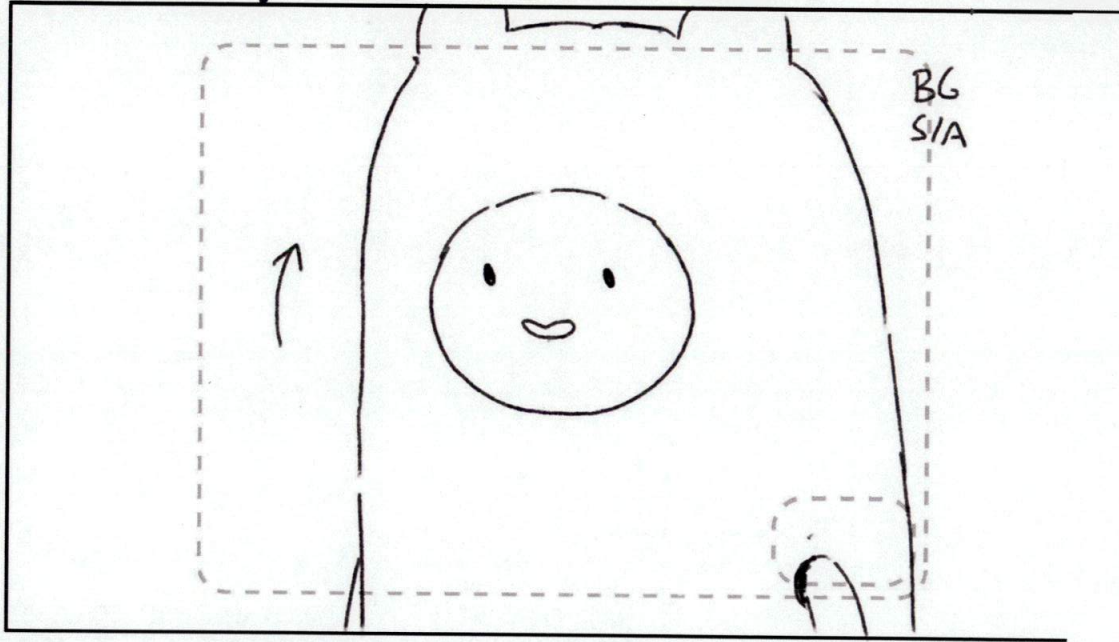
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ADVENTURE TIME

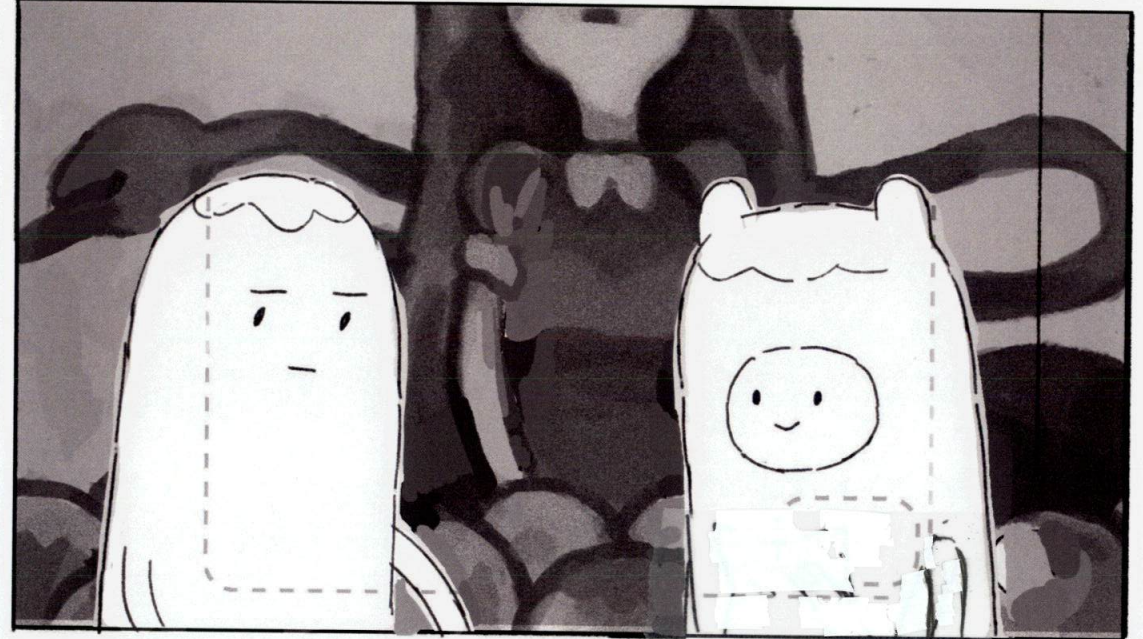


Page 213

Sc.139e *CONT* Pnl. B Bg. day night



Sc. 140 Pnl. A Bg. day night



Dialog:	
F/ SHE'S NICE DUDE!	
Action:	
<div style="border: 1px solid black; border-radius: 50%; padding: 5px; display: inline-block;">SP</div> <div style="margin-left: 20px;">SEP 10 2015</div>	
Timing:	

Production :

ADVENTURE TIME



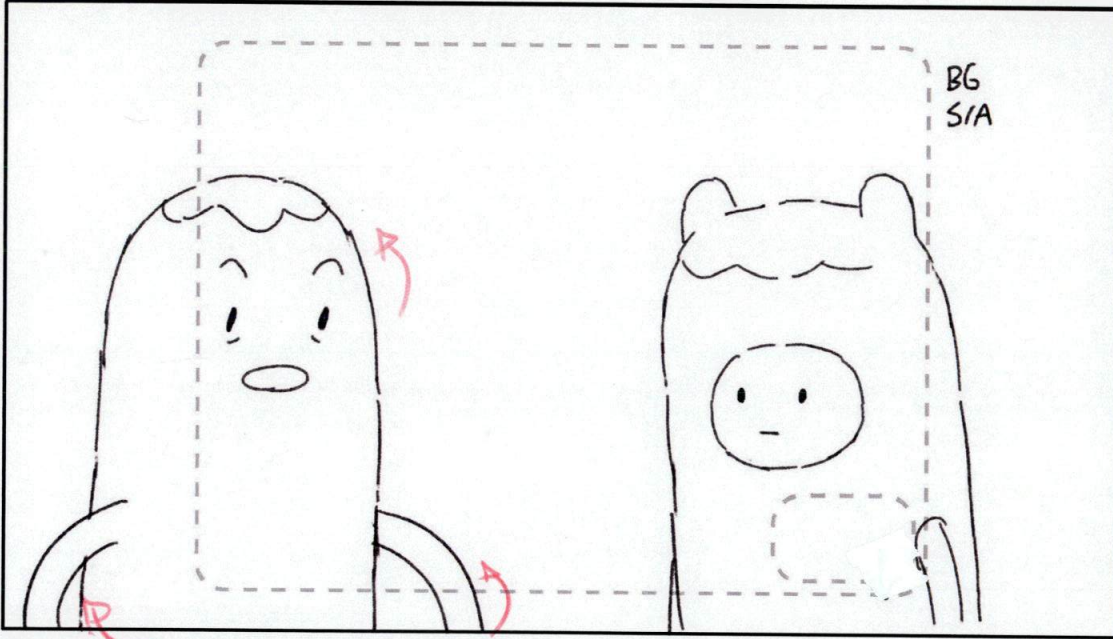
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Sc. 140 *cont*

Pnl. B

Bg.

day night

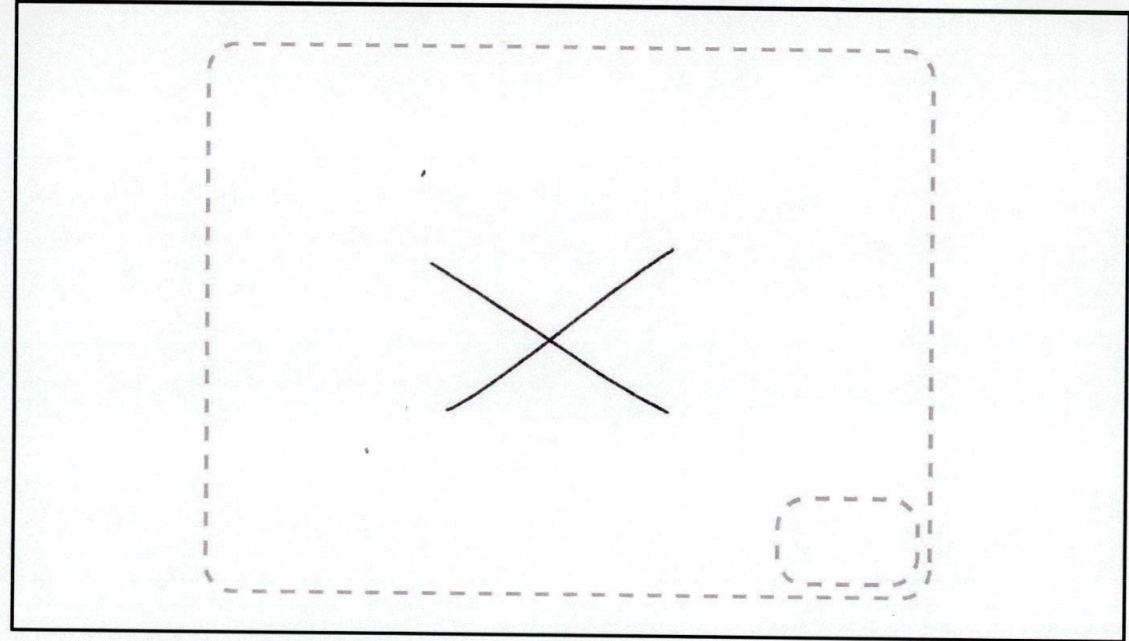


Sc.

Pnl.

Bg.

day night



Dialog:

BG16/ NICE?!

Action:

Timing:

SEP 10 2015

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Production :

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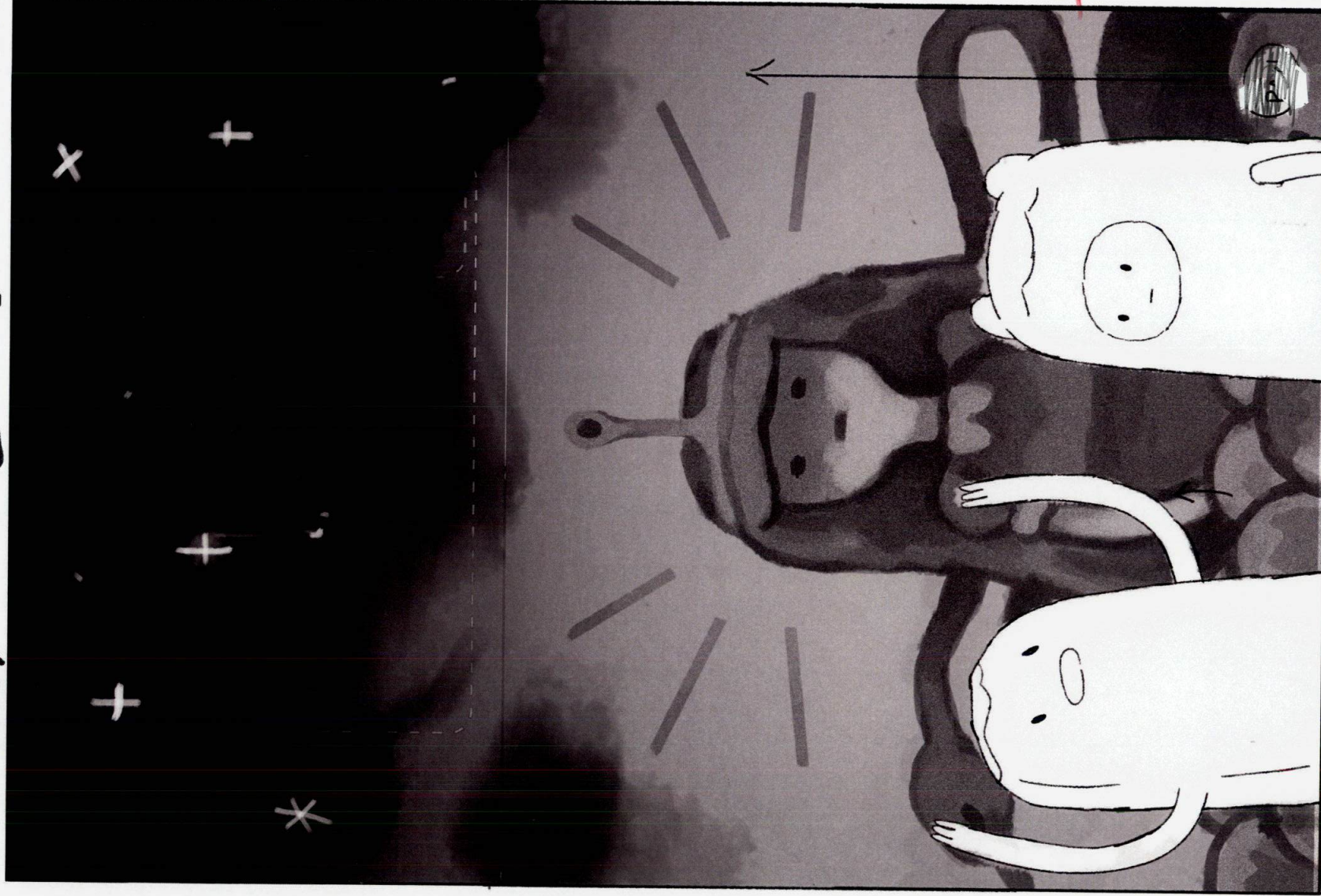
Sc. 140 cont

.....

Bg.

day night

ADVENTURE TIME



stop
A

vest
pan up
A

start
A

Dialog:

BG 16 / DON'T YOU KNOW NOTHING —
SHE'S AN UNKNOWABLE GODDESS —

Action:

PAN UP GRAFFITI'D WALL INTO DARKNESS W/ PAINTED STARS

Timing:



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Sc. 140 cont Pnl. 6

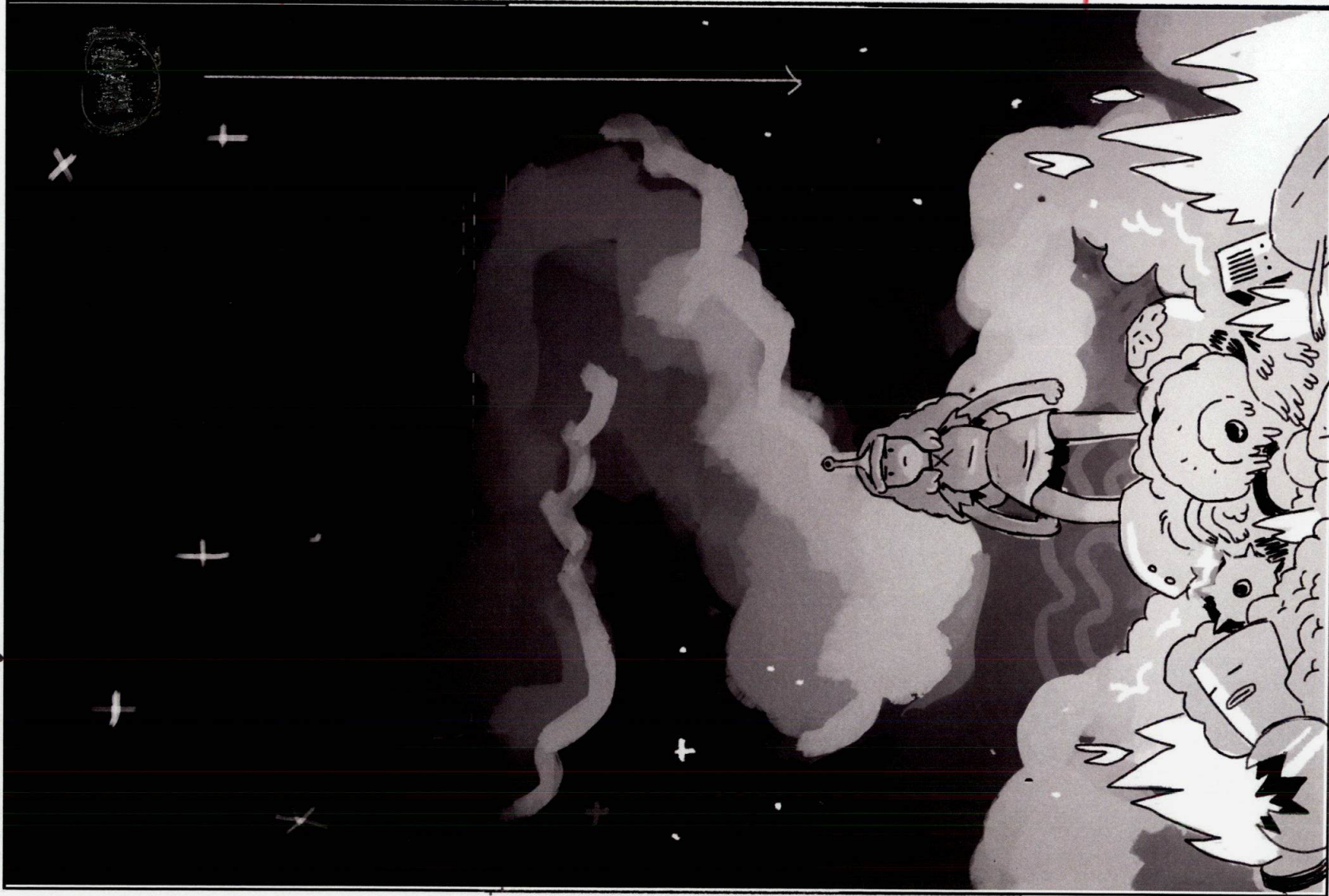
Bg.

day night

ADVENTURE TIME



Page 216



5/4
D

A start

vert
pan
D2
4

5
stop

Dialog:

BG16 / WHEN THE FIRST CANDY PEOPLE ROSE AGAINST HER,

Action:

PAN DOWN TO #8 ON FLAMING BUBBLE

Timing:

SEP 10 2015

Production :

EPISODE # 1034-223

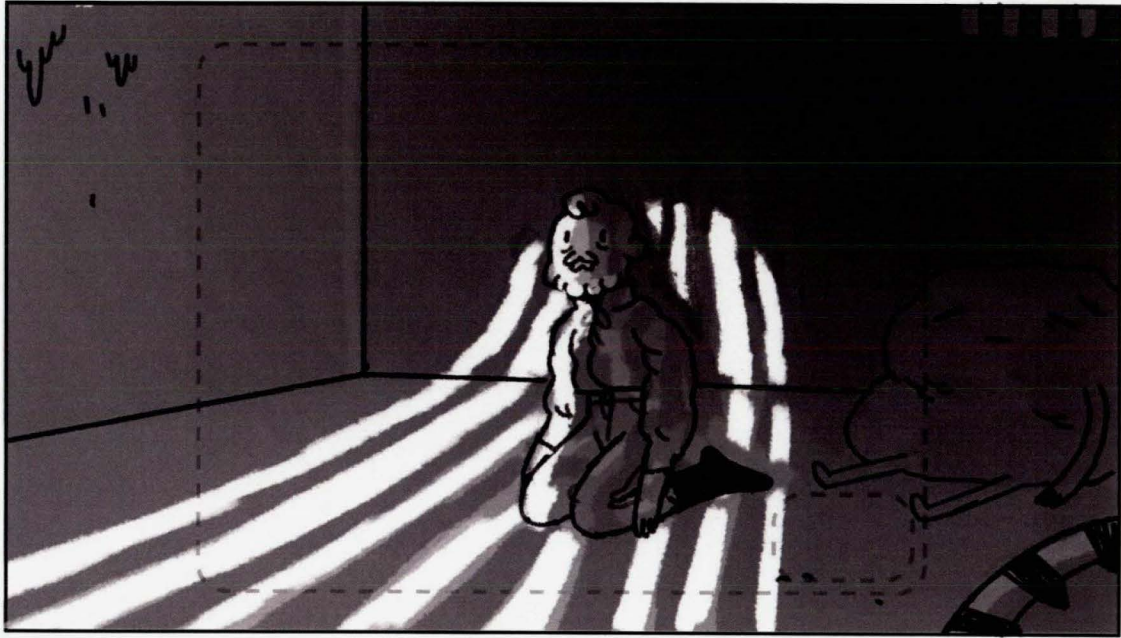
1034/233

1034/233

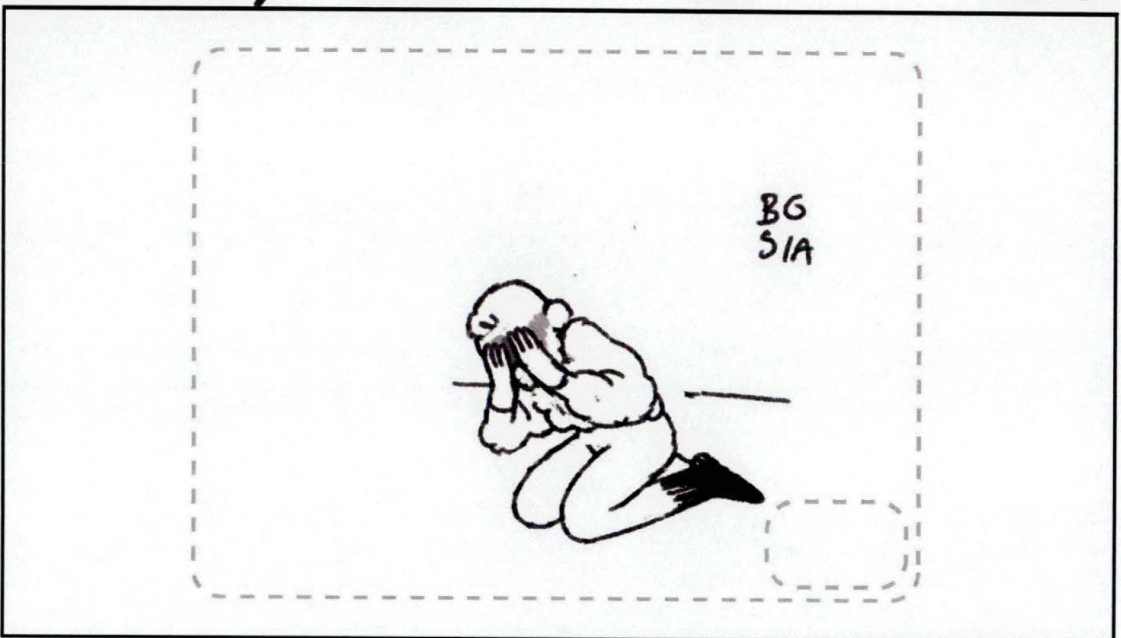
ADVENTURE TIME



Sc. 141 Pnl. A Bg. day night



Sc. 141 cont Pnl. B Bg. day night



Dialog:
B616/(os) She transformed them into —
Action:
HUMANOID GUM PERSON IN CELL (OLD TIMEY LOOKING)
Timing:

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Production :

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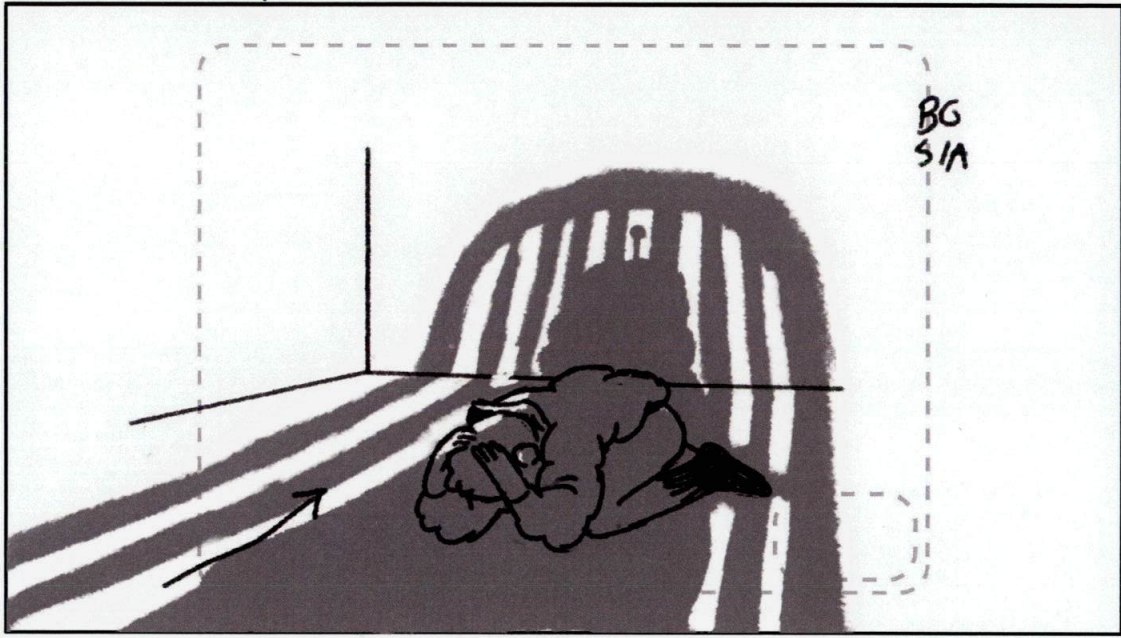
1034/233

ADVENTURE TIME

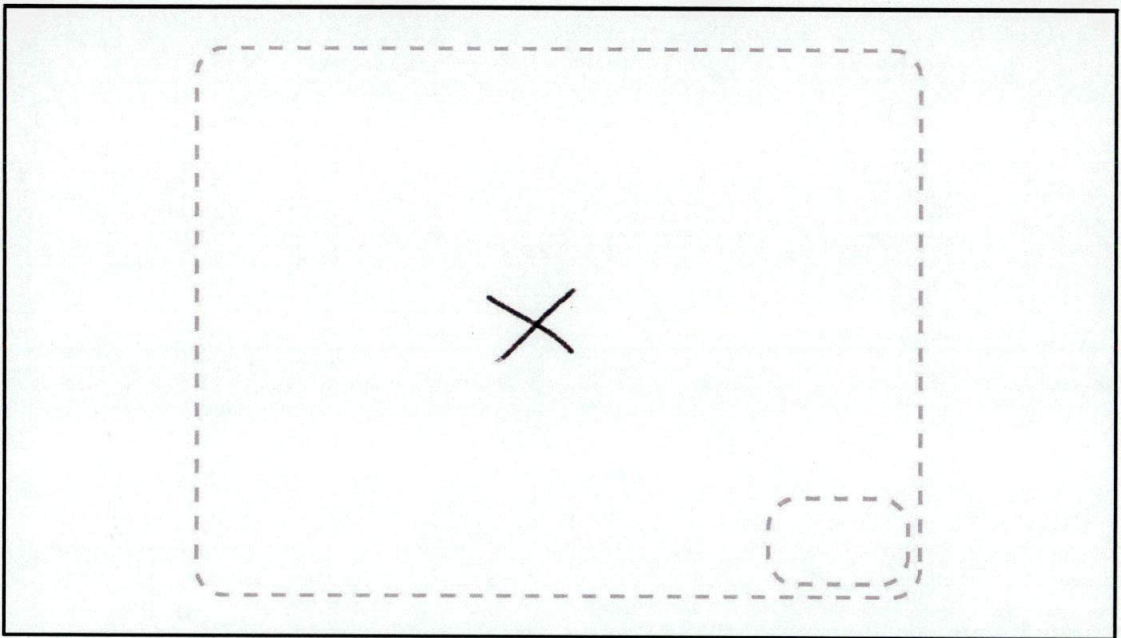


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Sc. 141 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

BG16 / (OS)— hideous monsters!

Action:

(C1) PB SHADOW RISES OVER HIM

Timing:

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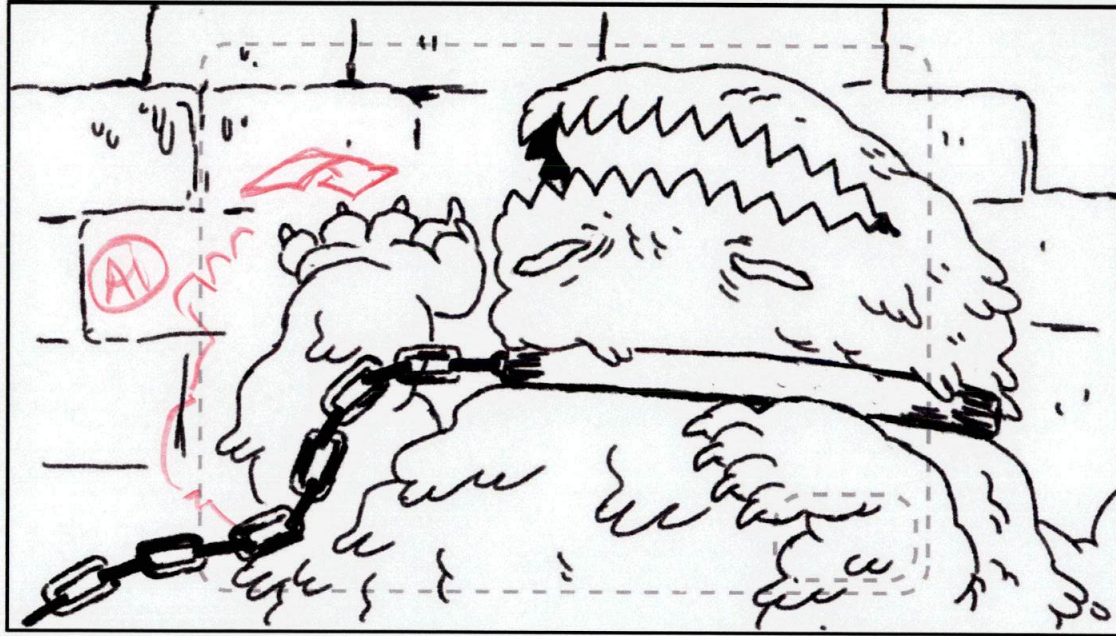
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Sc. 142

Pnl. A

Bg.

day night

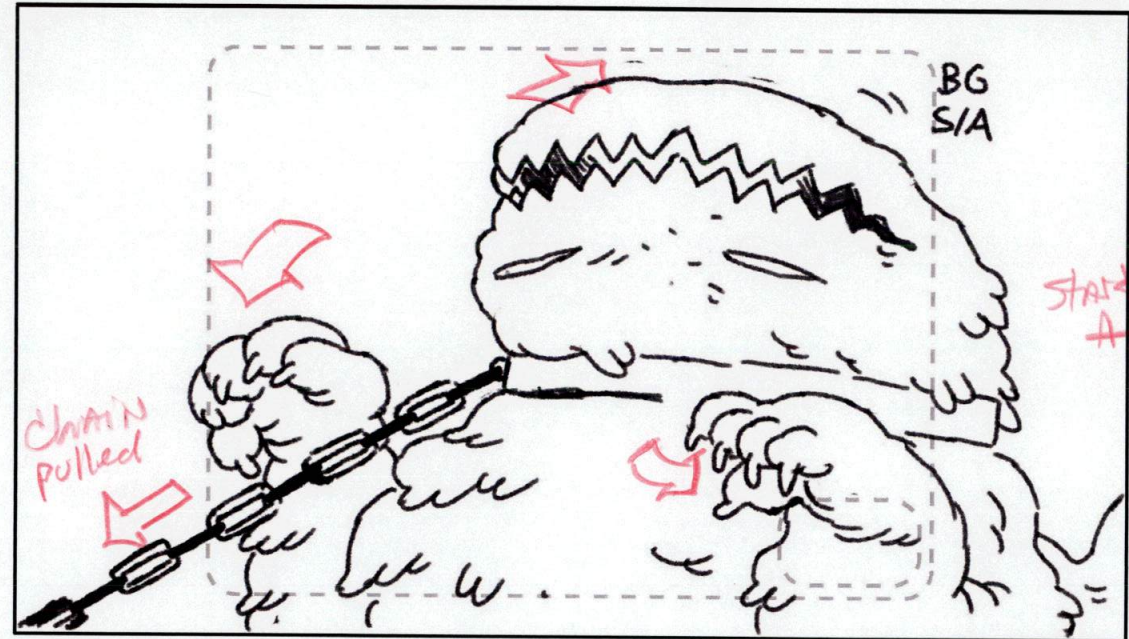


Sc. 142 *CONT*

Pnl. B

Bg.

day night



Dialog:

BG16/ (O/S) HER ONLY BROTHER, NEDDY —

Action:

BIG SCARY MONSTER NEDDY REARING UP

CHAIN TENSES

Timing:

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1034/233

ADVENTURE TIME



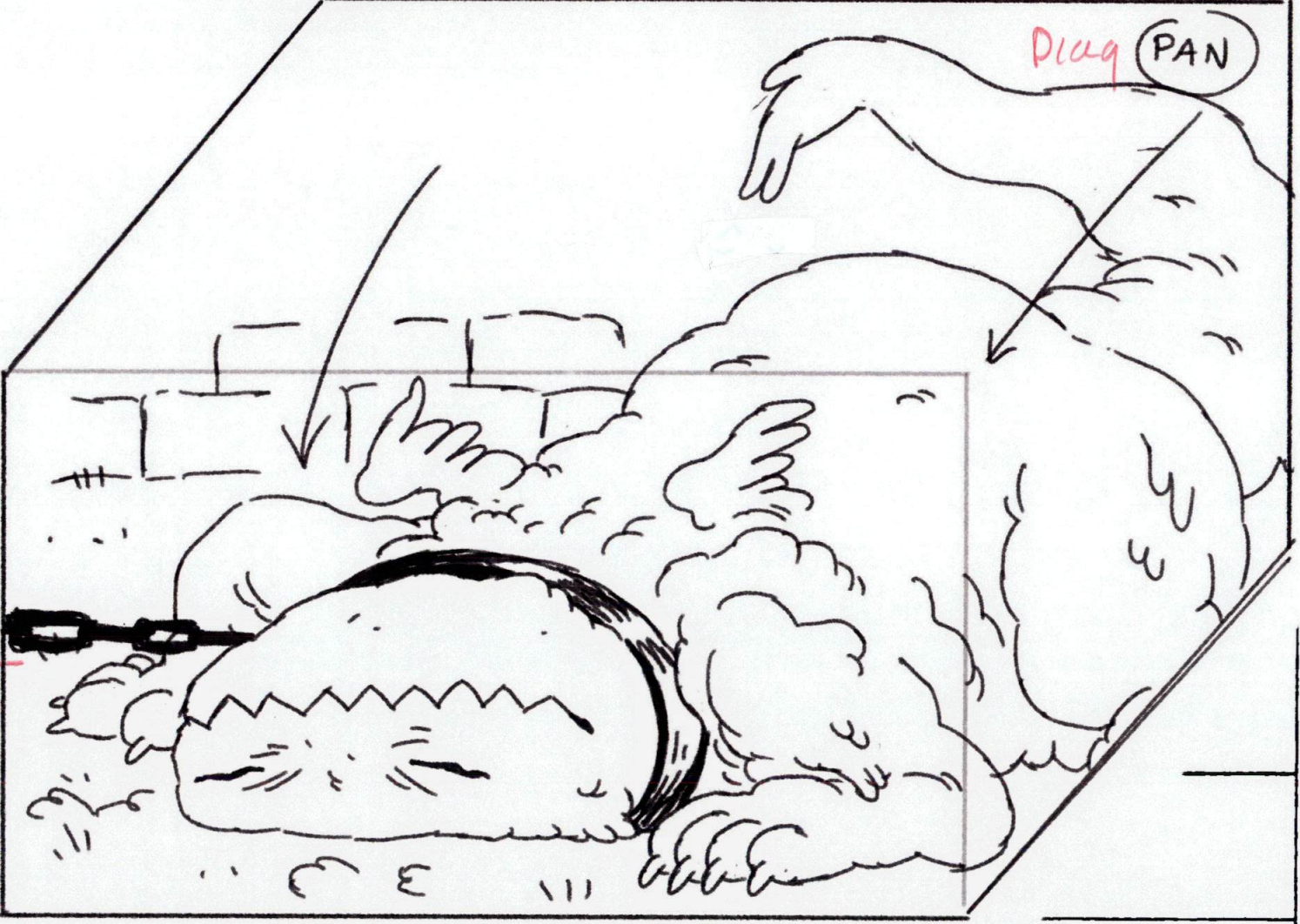
NO SC 143

Page 220

Sc. 142 CONT - C

Bg.

day night



SEP 10 2015

Dialog:
Action: N FALLS TO GROUND
Timing:

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Production :

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1034/233

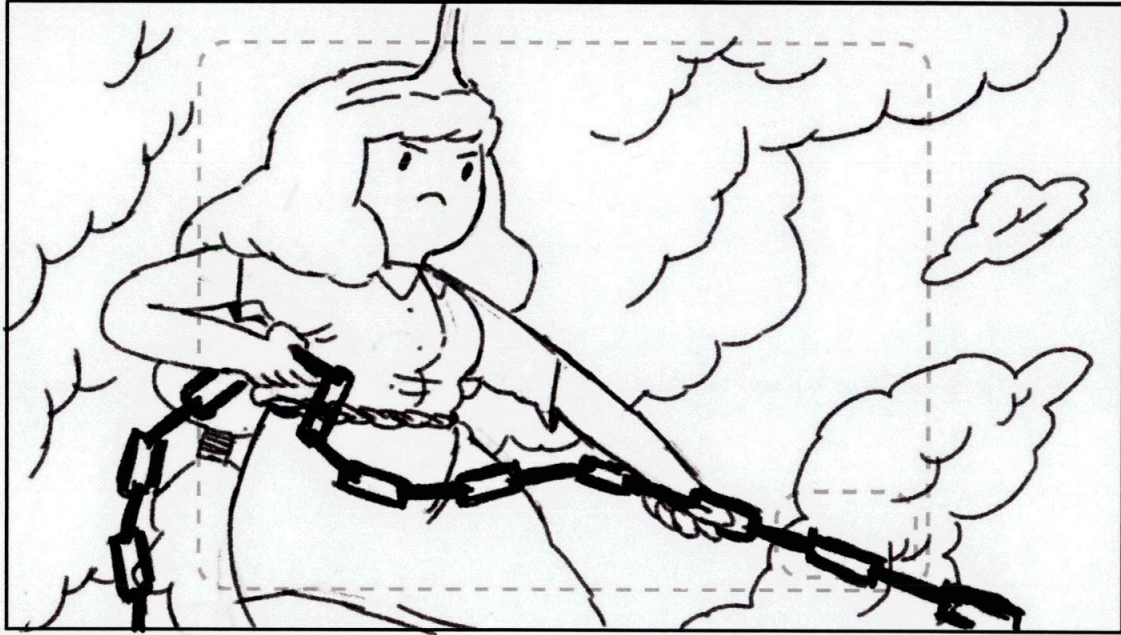
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ADVENTURE TIME

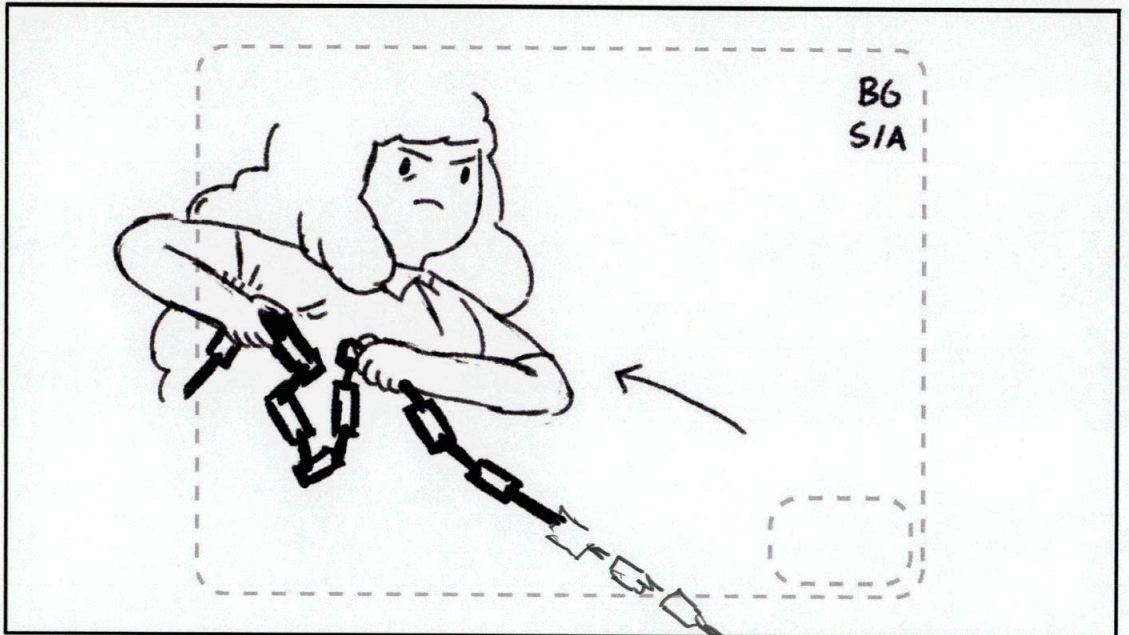


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Sc. 144 Pnl. A Bg. day night



Sc. 144 *cont* Pnl. B Bg. day night



Dialog:	BG16/(015) SHE IMPRISONED HIM BENEATH THE GREAT TREE
Action:	PB YANKS CHAIN
Timing:	SEP 10 2015

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Production :

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ADVENTURE TIME



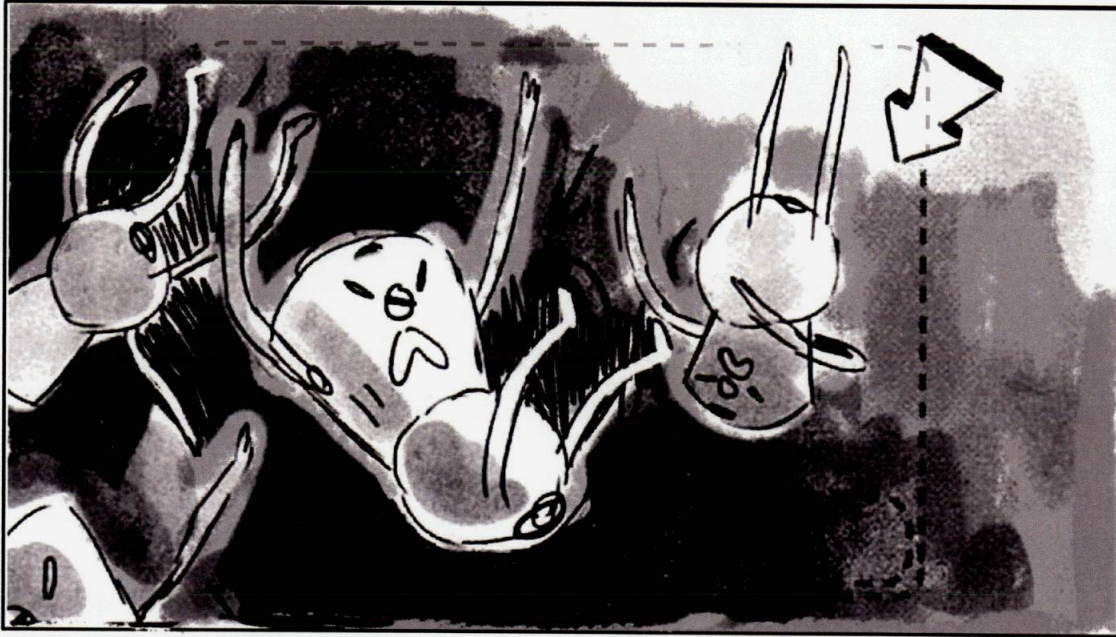
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Sc. 145

Pnl. A

Bg.

day night

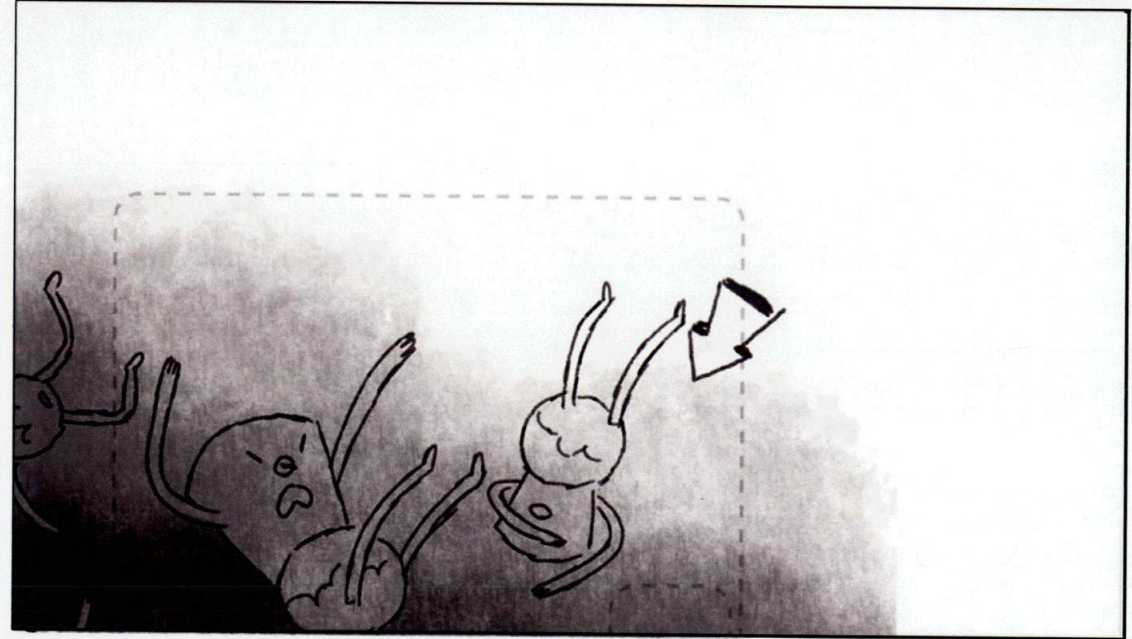


Sc. 145 CONT

Pnl. B

Bg.

day night



Dialog:

BG16/(O/S) AND THE RATTLEBALL BOYS?

BG16/(O/S) SHE ICED ALL THOSE GUYS!

Action:

RBS FALLING IN VOID

Timing:

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ADVENTURE TIME



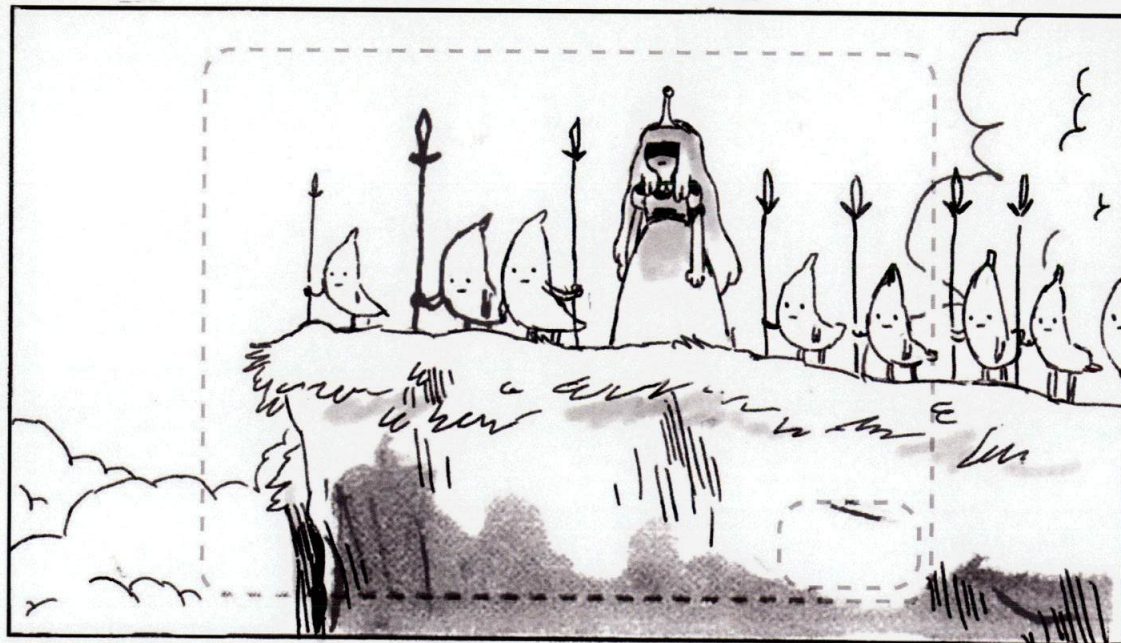
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Sc. 146

Pnl. A

Bg.

day night

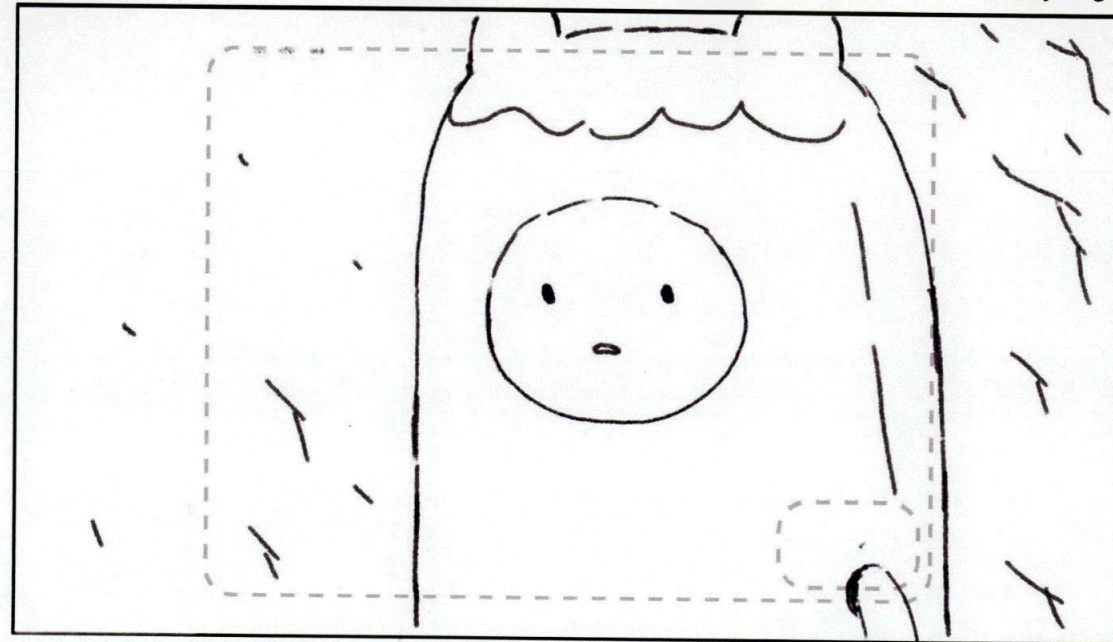


Sc. 147

Pnl. A

Bg.

day night



Dialog:

BG16/(OS) SHE'S AMAZING, AND SHE'S
flippin SCARY .

Action:

PB AND EARLY BANANA GUARD WATCHING

Timing:

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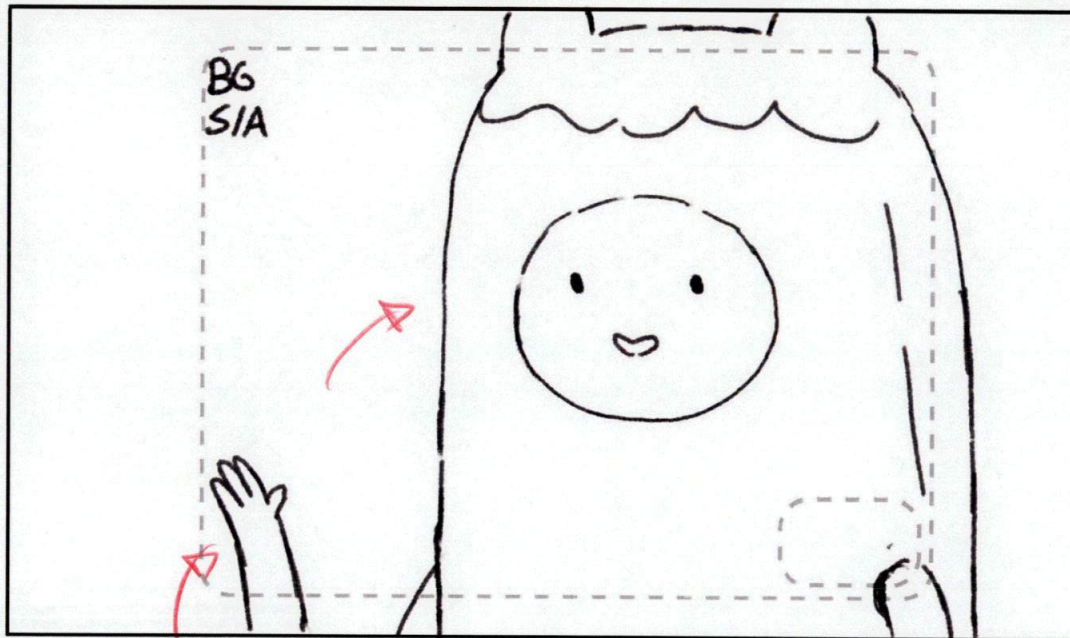
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Sc. 147 *cont*

Pnl. B

Bg.

day night

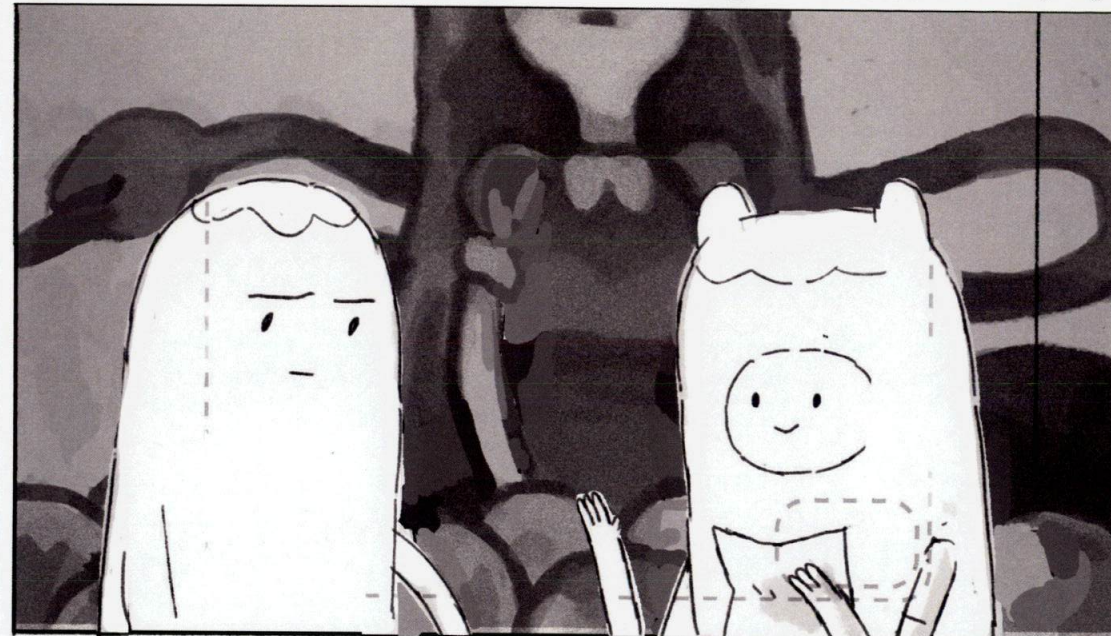


Sc. 148

Pnl. A

Bg.

day night



Dialog:

F/ ...BUT NICE !

Action:

Timing:

SEP 10 2015

Production :

ADVENTURE TIME



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Sc. 148 *CONT*

Pnl. B

Bg.

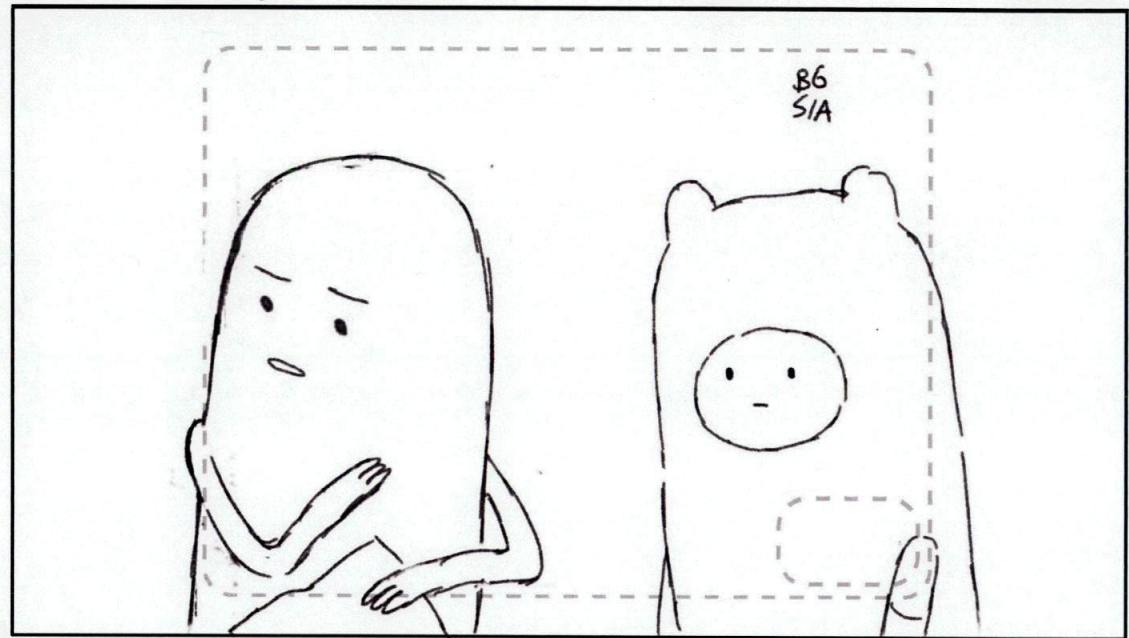
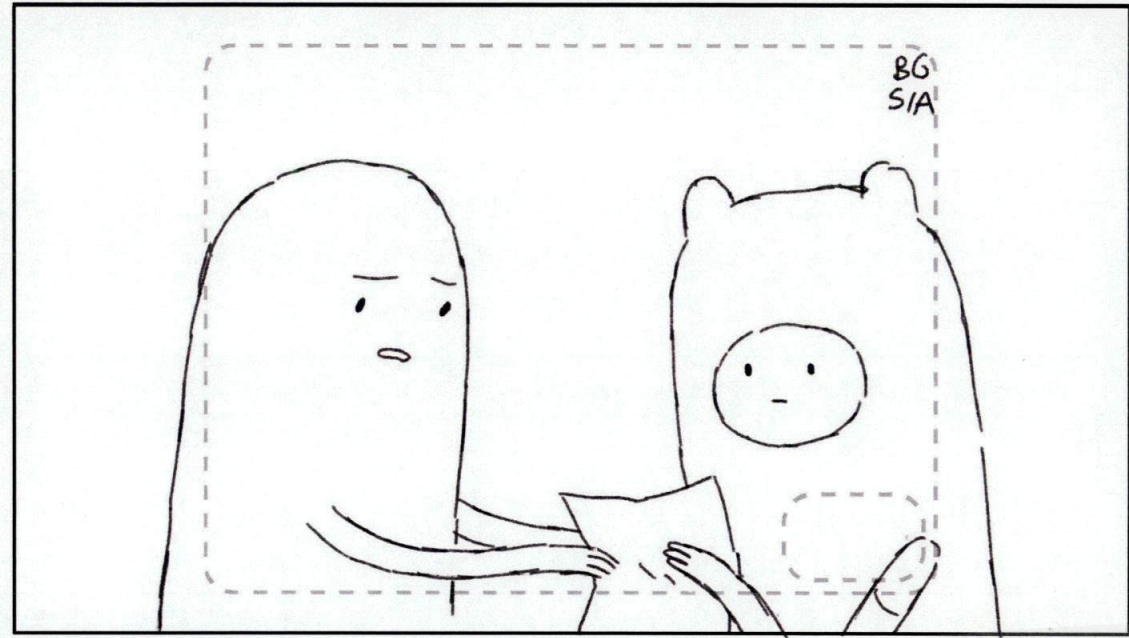
day night

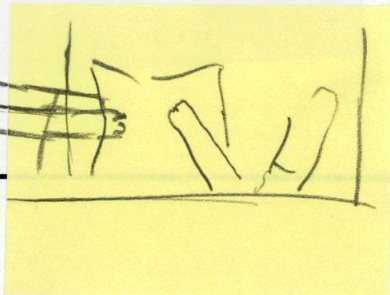
Sc. 148 *CONT*

Pnl. C

Bg.

day night



Dialog:	(BL) grab 	BG16/ I NEVER SHOW ANY BODY THIS PLACE. If they found me out...
Action:	BG16 TAKES PAPER FROM HIM	
Timing:	SEP 10 2015	

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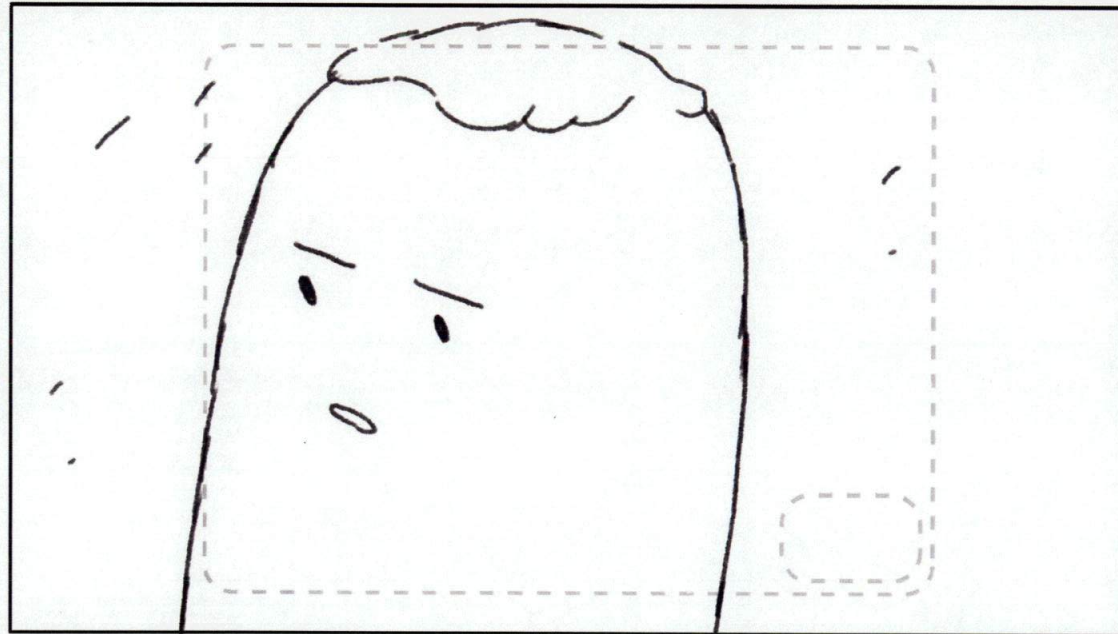
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Sc. 149

Pnl. A

Bg.

day night

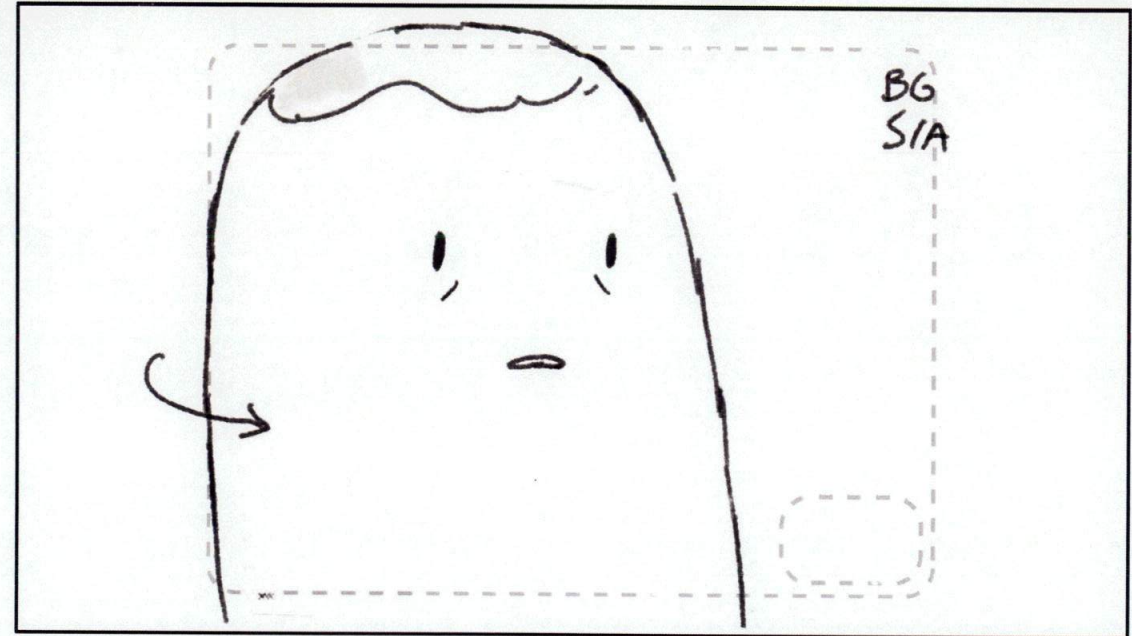


Sc. 149 *cont*

Pnl. B

Bg.

day night



Dialog:

BG16/ WHO KNOWS WHAT

BG16/ (SMALL VOICE) WHAT KIND OF DARK &
TERRIBLE FATE WOULD AWAIT ME...

Action:

Timing:

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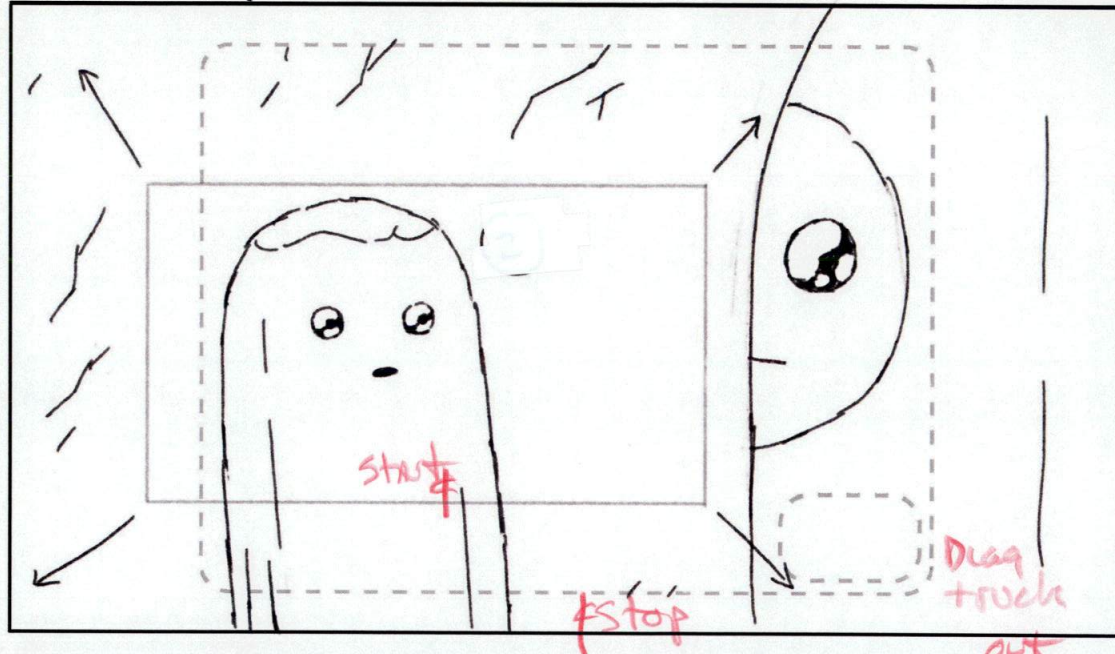
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Sc. 149 *cont*

Pnl. C

Bg.

day night

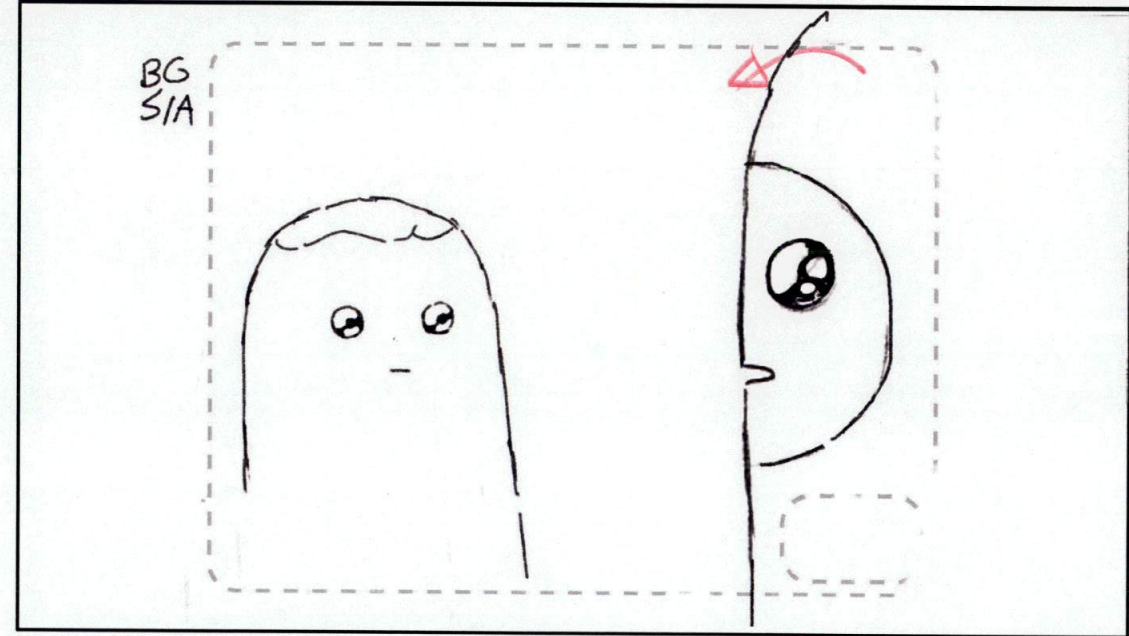


Sc. 149 *cont*

Pnl. D

Bg.

day night

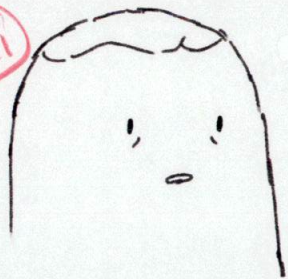


Dialog:

BG 16/ BUT I DUNNO MAN... I TRUST YOU.
WE'RE KINDRED ARTISTIC SOULS... YOU

(WHISPERED)
F/ TOTES.

Action:



SLOW TRUCK OUT

Timing:

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Sc. 149 *CONT*

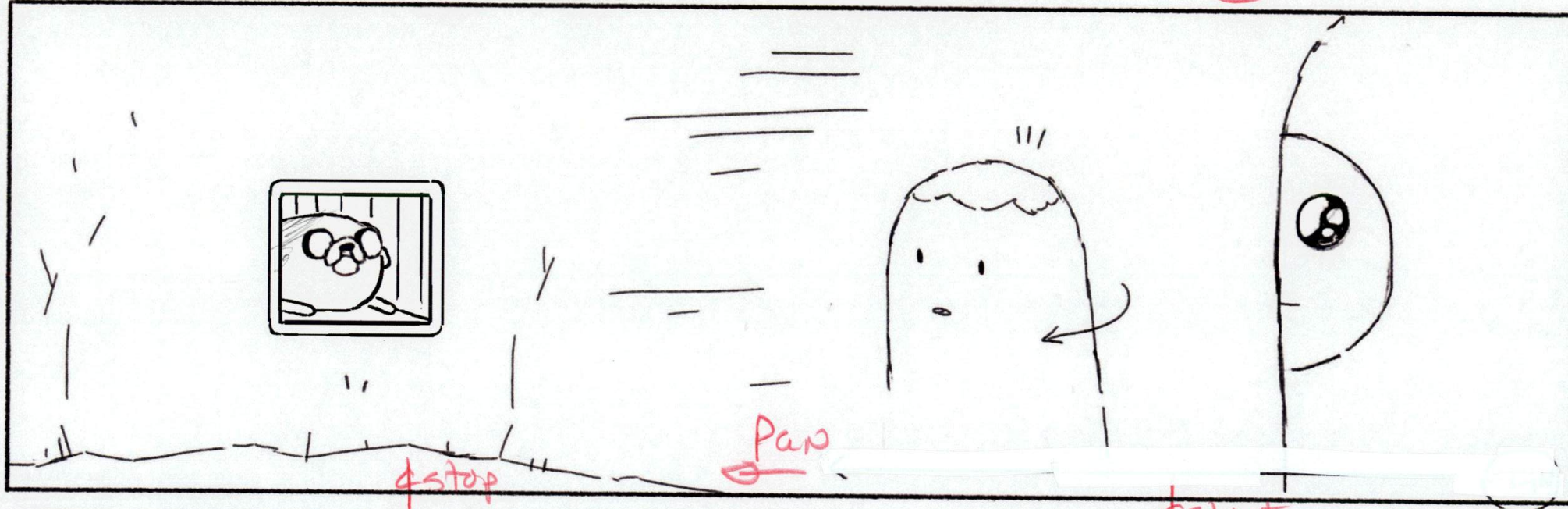
Pnl.

F

Bg.

day night

E



Dialog:

*Jmk (VO)
HA HA*

Action:

PAN OVER TO J IN HOLE

Timing:

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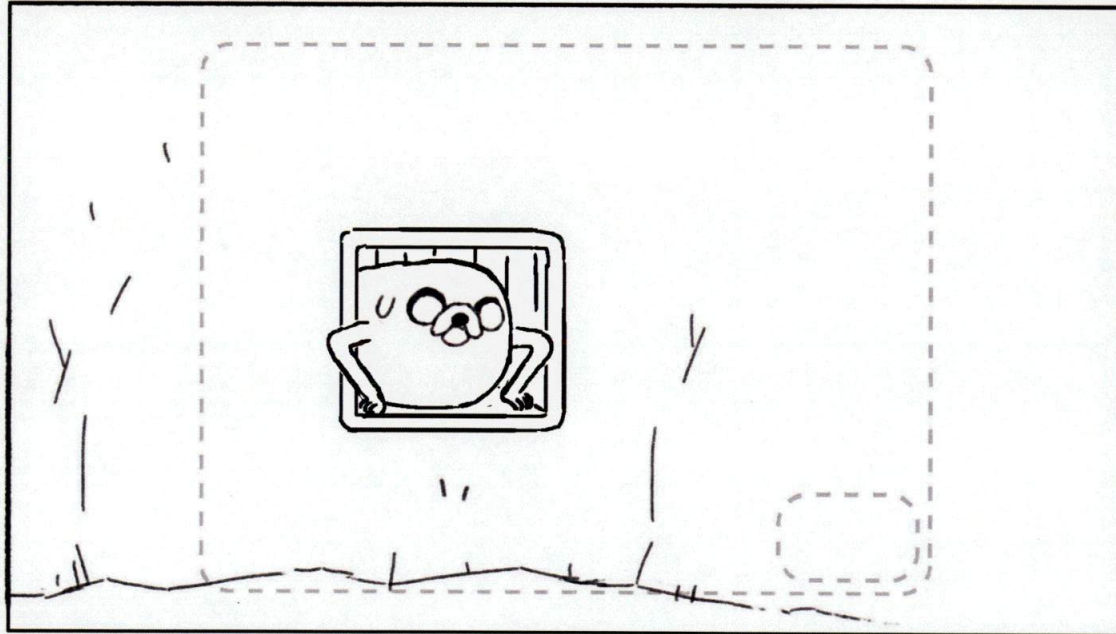
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Sc. 149 *CONT*

Pnl. F

Bg.

day night

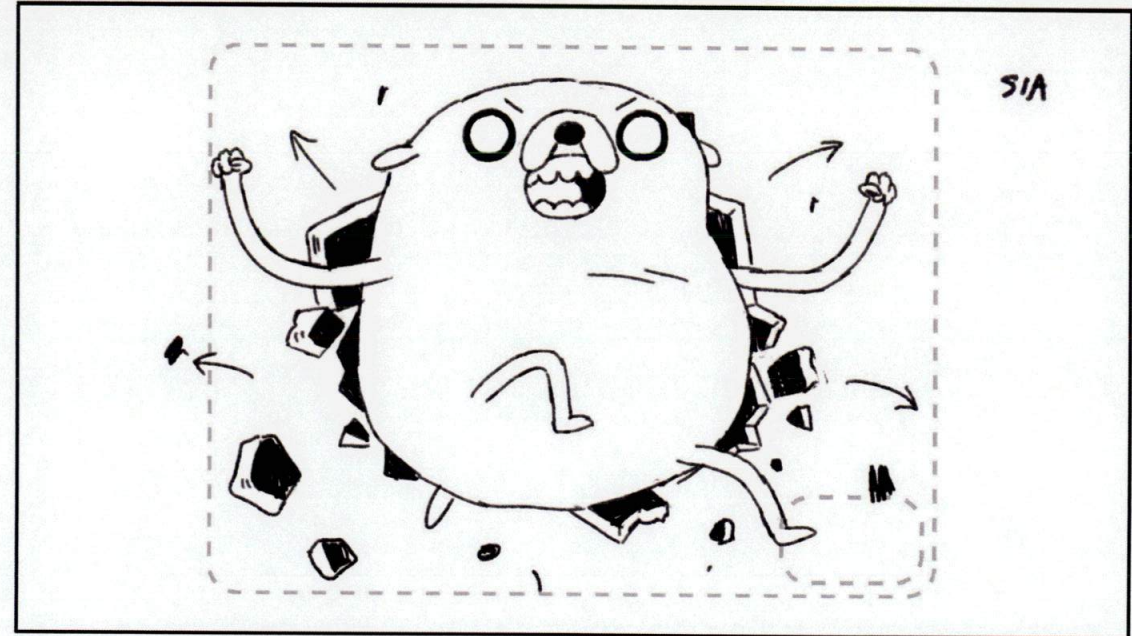


Sc. 149 *CONT*

Pnl. G

Bg.

day night



Dialog:

J/ BUST ~~~~~ EEED!

Action:

J STRETCHES BIG & BUSTS ENTRANCE HOLE APART

Timing:

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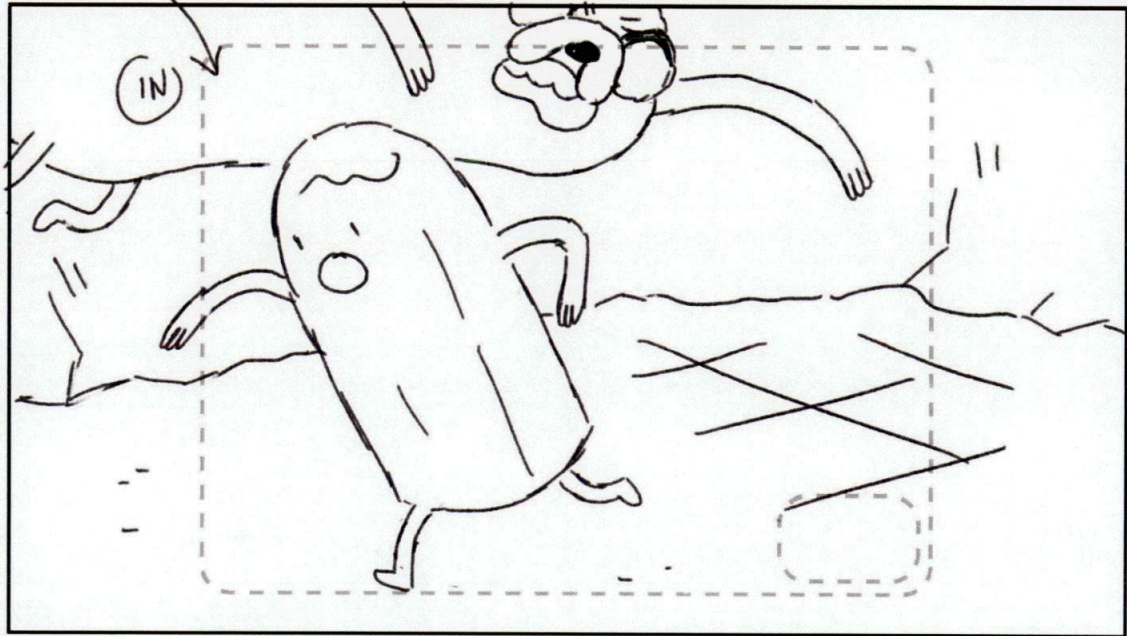
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Sc. 150

Pnl. A

Bg.

day night

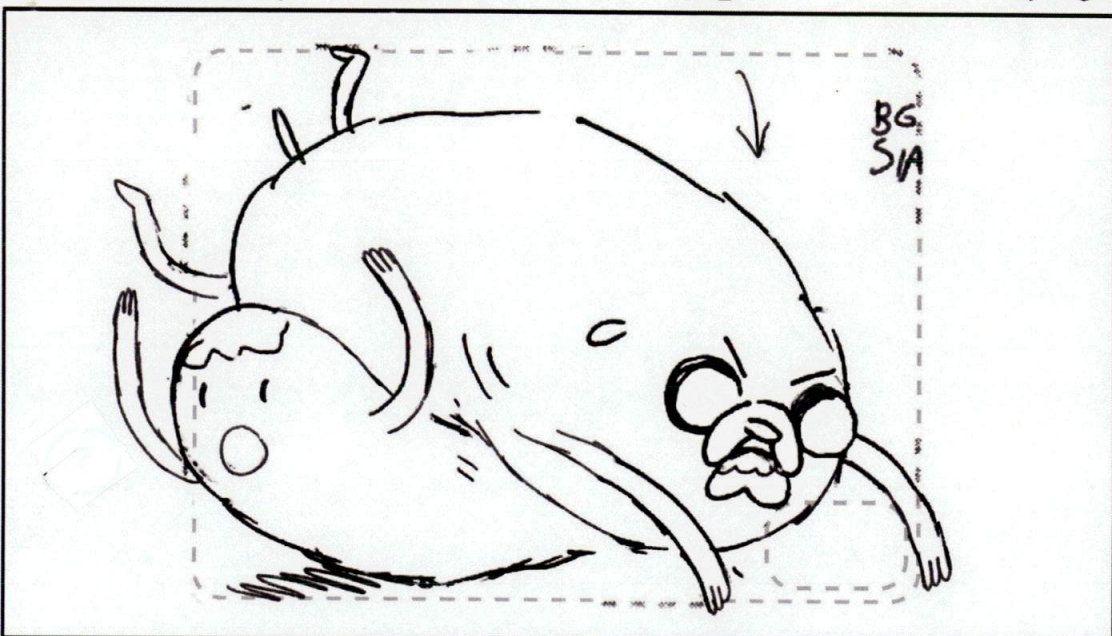


Sc. 150 CONT

Pnl. B

Bg.

day night

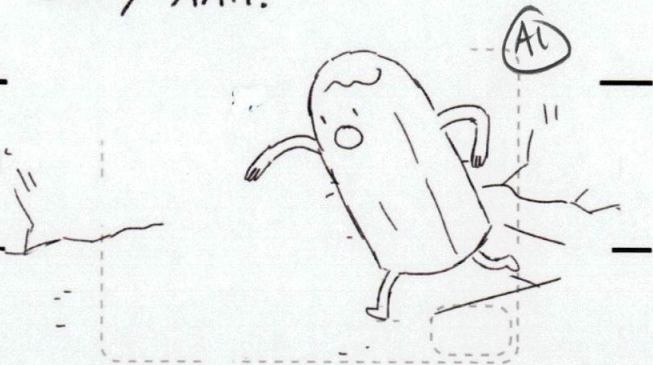


Dialog:

BG16/ AAH!

Action:

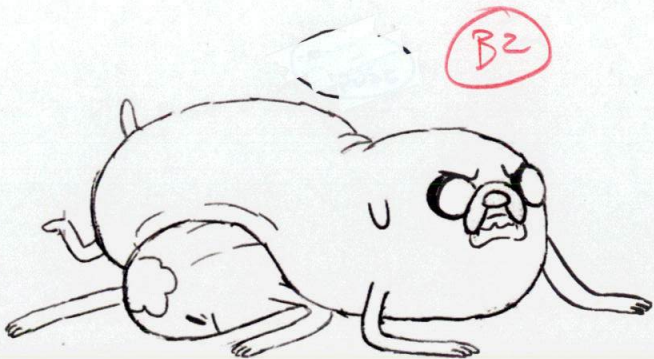
Timing:



J/ SLAM!

J BODY
SLAMS BG16

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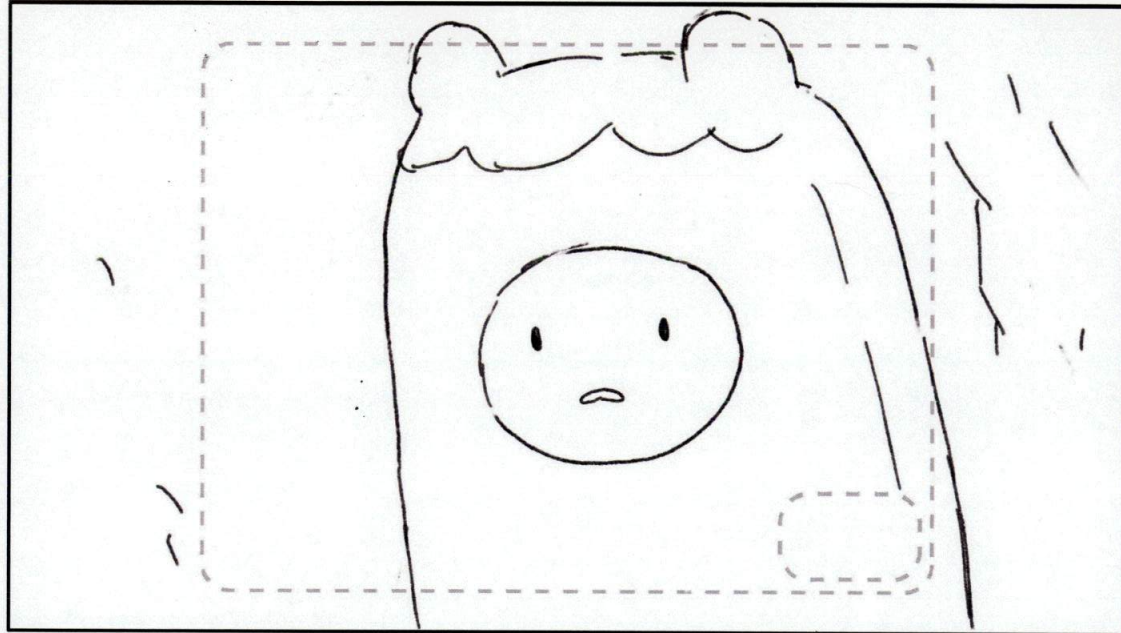
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Sc. 151

Pnl. A

Bg.

day night

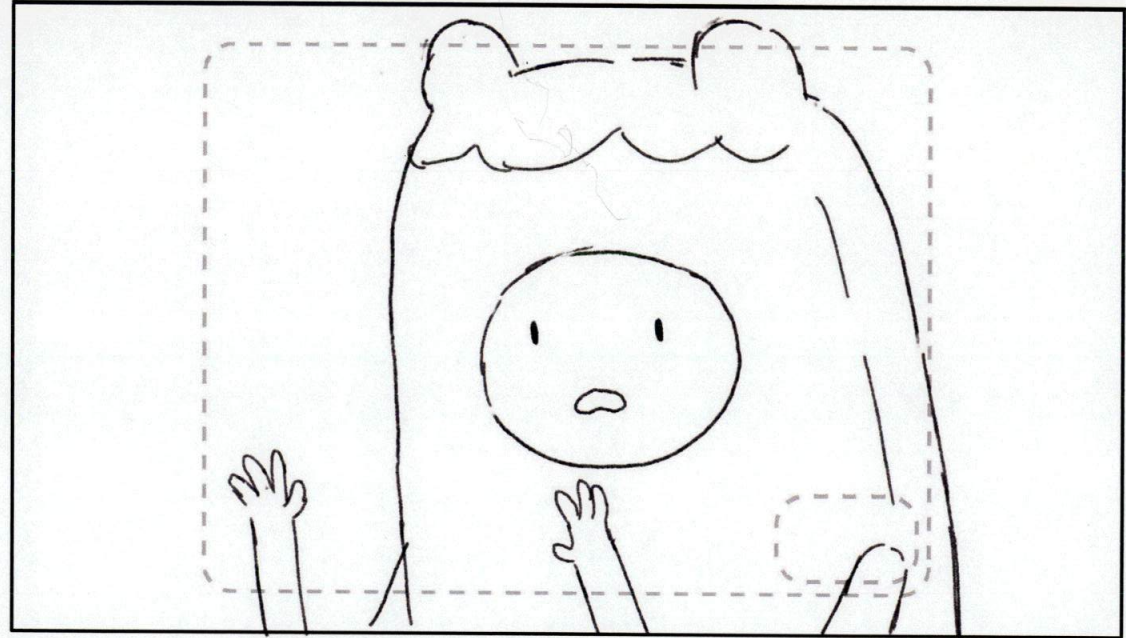


Sc. 151 *CONT*

Pnl. B

Bg.

day night



Dialog:

F / JAKE —

Action:

(SP)

Timing:

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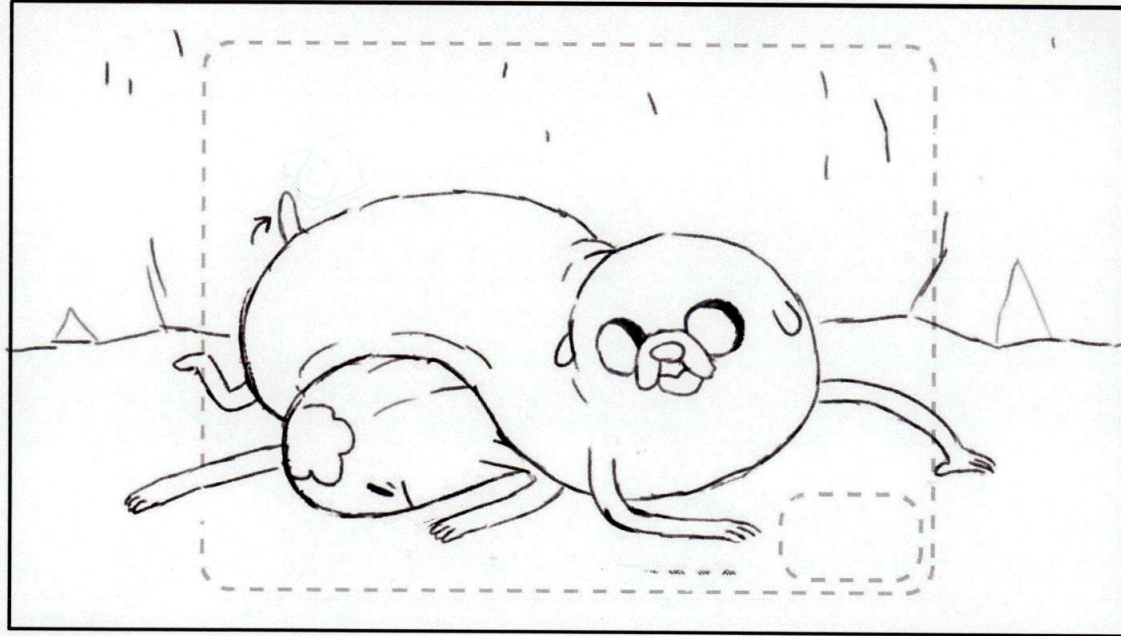
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Sc. 152

Pnl. A

Bg.

day night

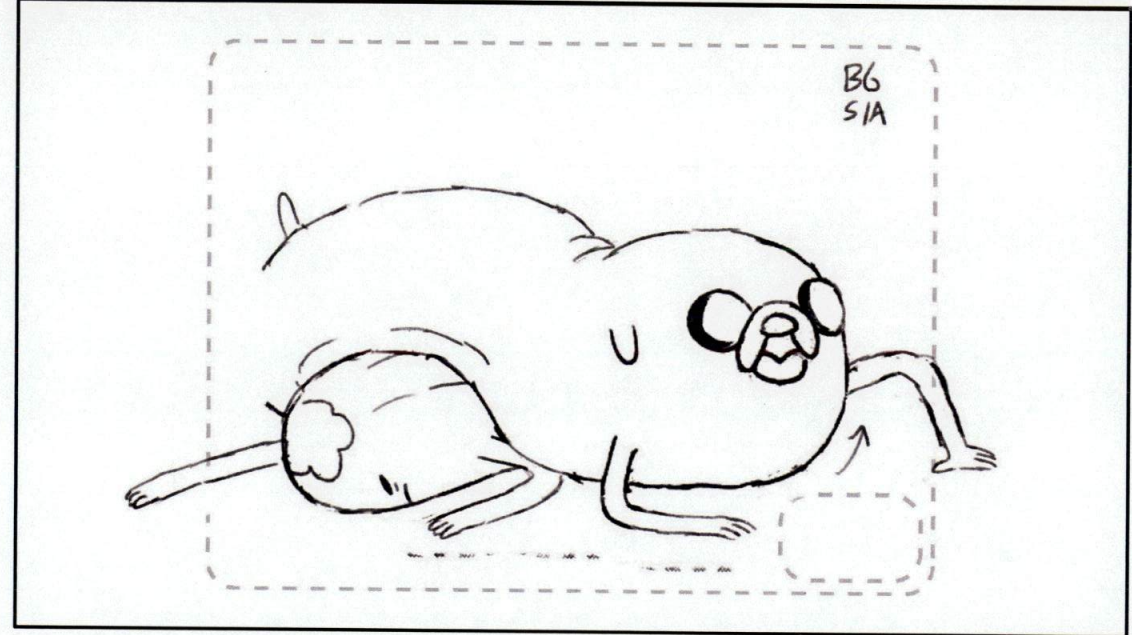


Sc. 152 *cont*

Pnl. B

Bg.

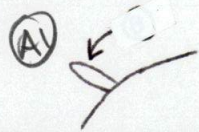
day night



Dialog:

J/ GOT HIM IN HIS HIDEY - HOLE!

Action:



J WAGGING TAIL ABABAB

Timing:

SEP 10 2015

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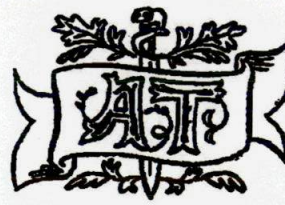
Production :

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1034/233

1034/233

ADVENTURE TIME



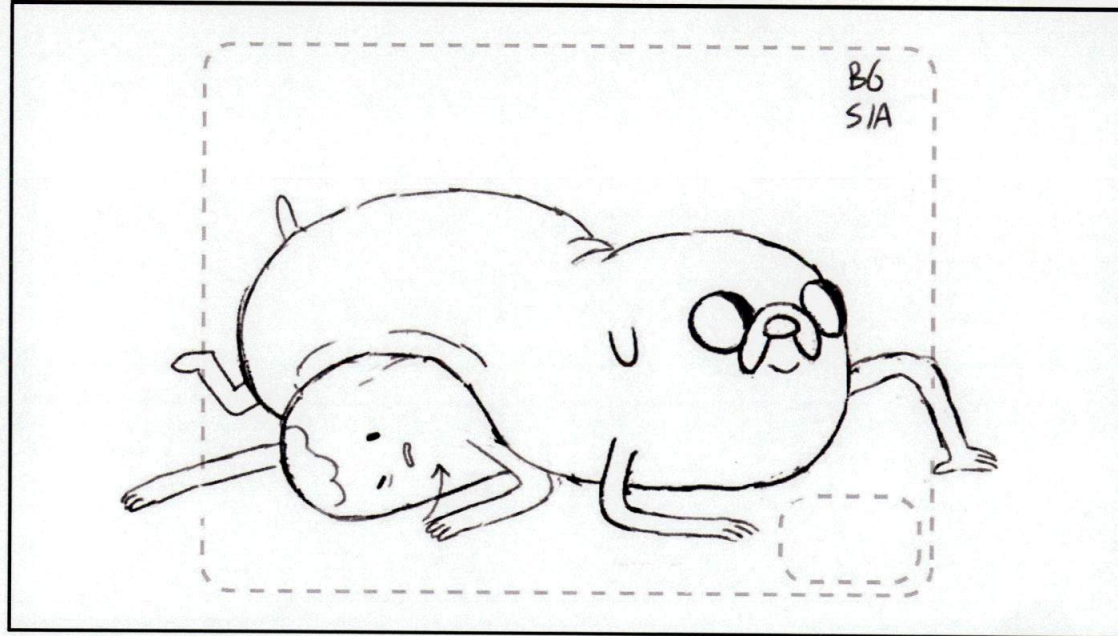
No sc 153

Page 233

Sc. 152 *cont* Pnl. C

Bg.

day night



Sc. 154

Pnl. A

Bg.

day night



Dialog:

BG16/ Good work, Finn!

BG16/ You set me up!

Action:

Timing:

SEP 10 2015

EPISODE #

Production :

ADVENTURE TIME



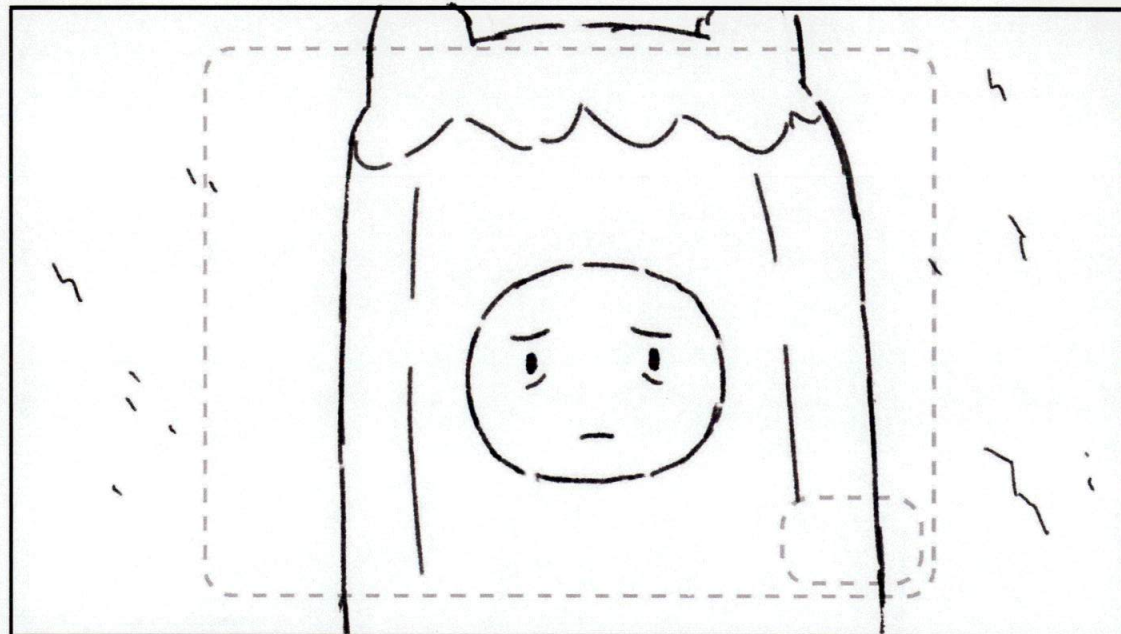
Page 234

Sc. 155

Pnl. A

Bg.

day night

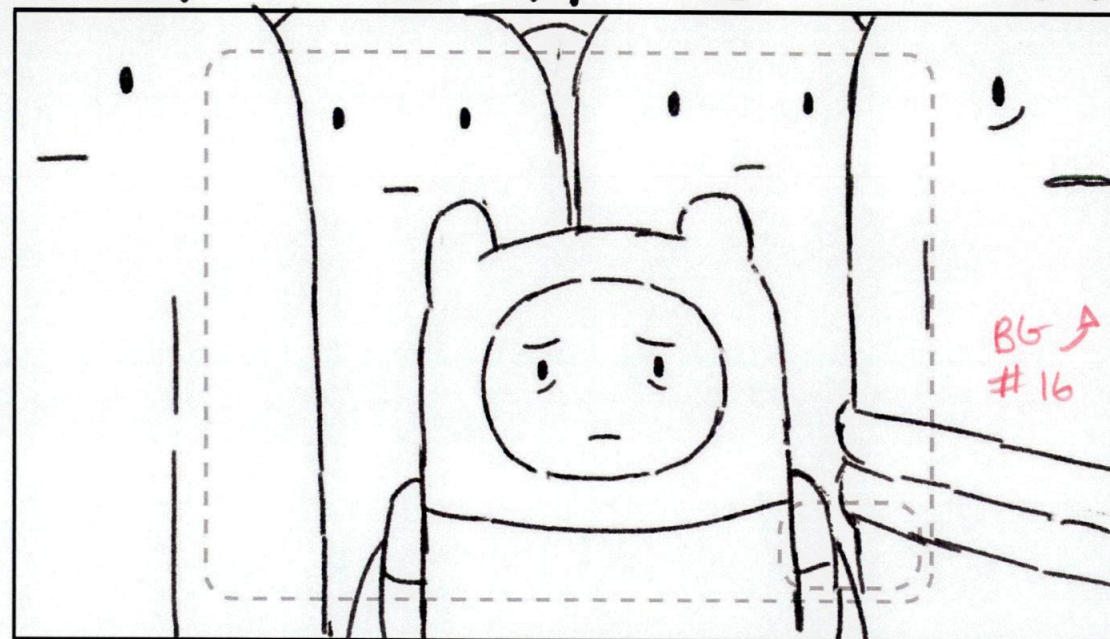


Sc. 155A

Pnl. A

Bg.

day night



Dialog:

BG 16/ (O/S) I THOUGHT YOU WERE COOL ...

Action:

BG & OUTFIT FADE TO BANANA CROWD & REG OUTFIT

Timing:

SEP 10 2015

Production :

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1034/233

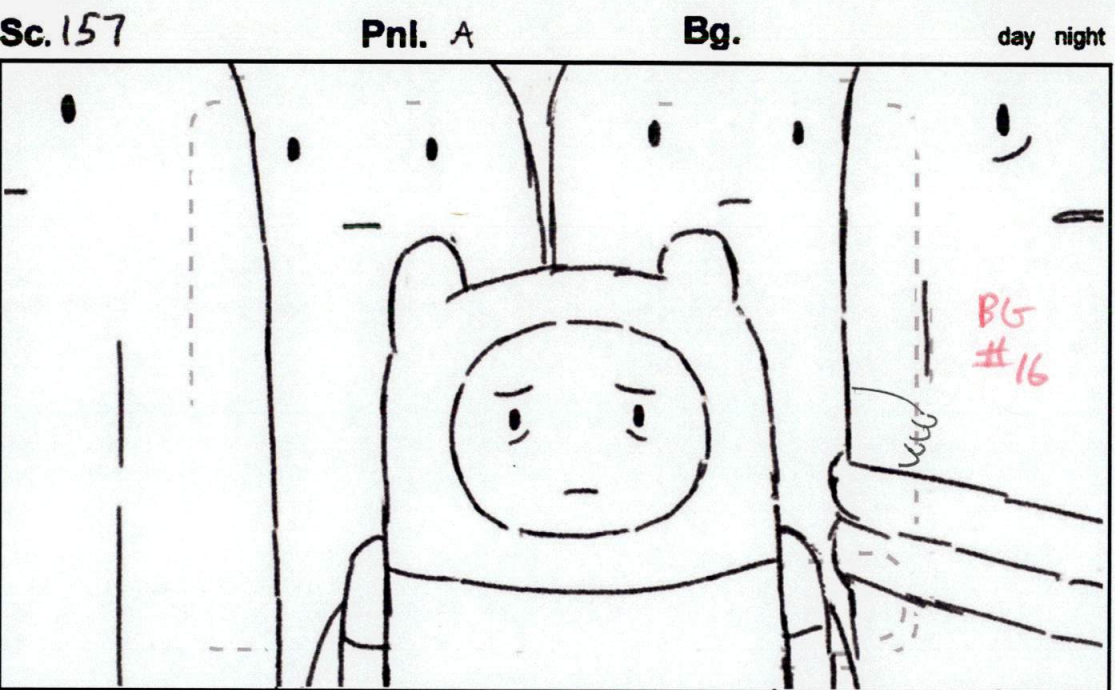
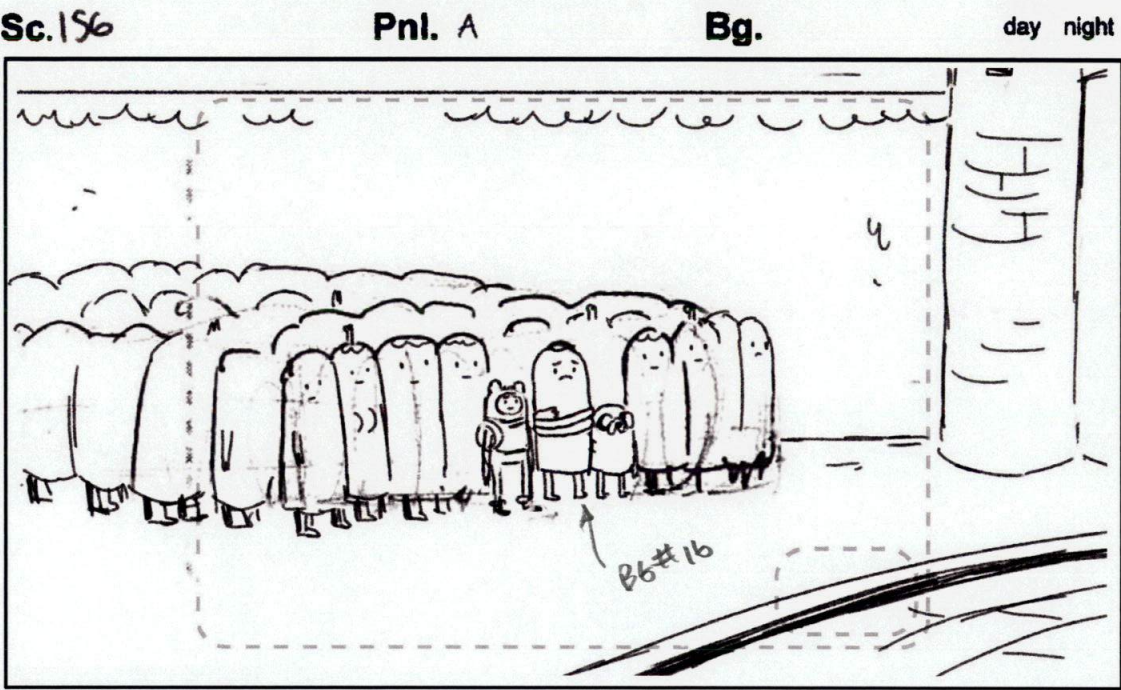
1034/233

1034/233

ADVENTURE TIME



Page 235



Dialog: (VO) Finn/ Man...	
Action: BGs ASSEMBLED IN COURTYARD, F & J FLANKING BG16 AS THEIR PRISONER	
Timing: SEP 10 2015	

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EPISODE #

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Production :

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ADVENTURE TIME



Page 236

Sc. 157 *CONT*

Pnl. B

Bg.

day night

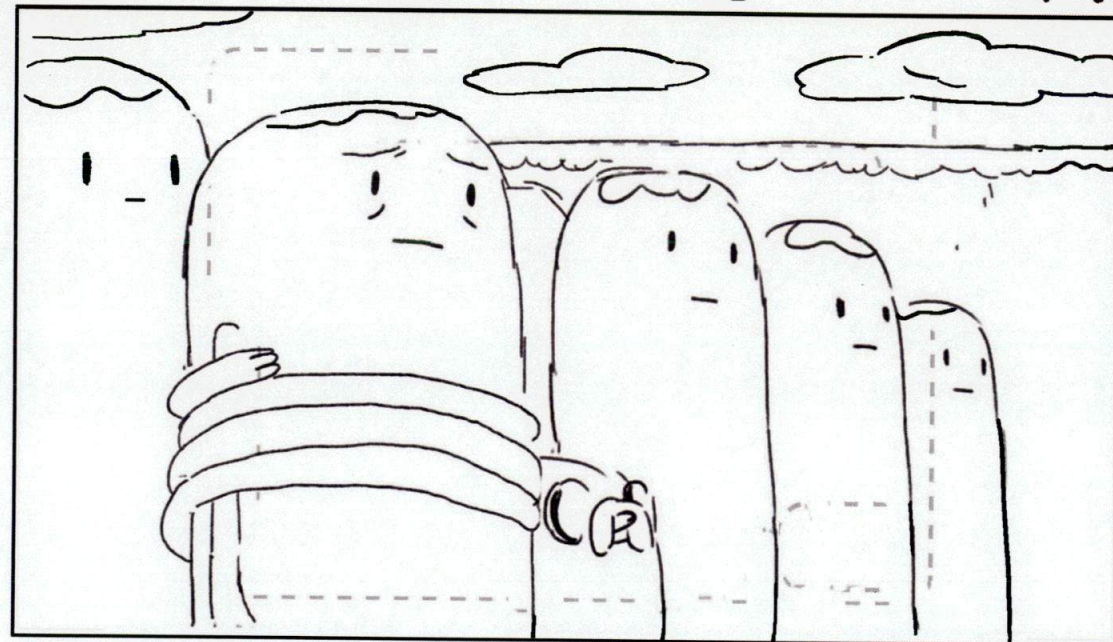


Sc. 158

Pnl. A

Bg.

day night



Dialog:

(VO)
Finn/ Guarding is rough...

(VO)

Finn/ One rando-genic mutation

Bb#16 - mnh.

Action:

F LOOKS UP @ BG 16

F's PoV

SEP 10 2015

Timing:

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EPISODE #

1034/233

Production :

1034/233

ADVENTURE TIME



NO SC 160

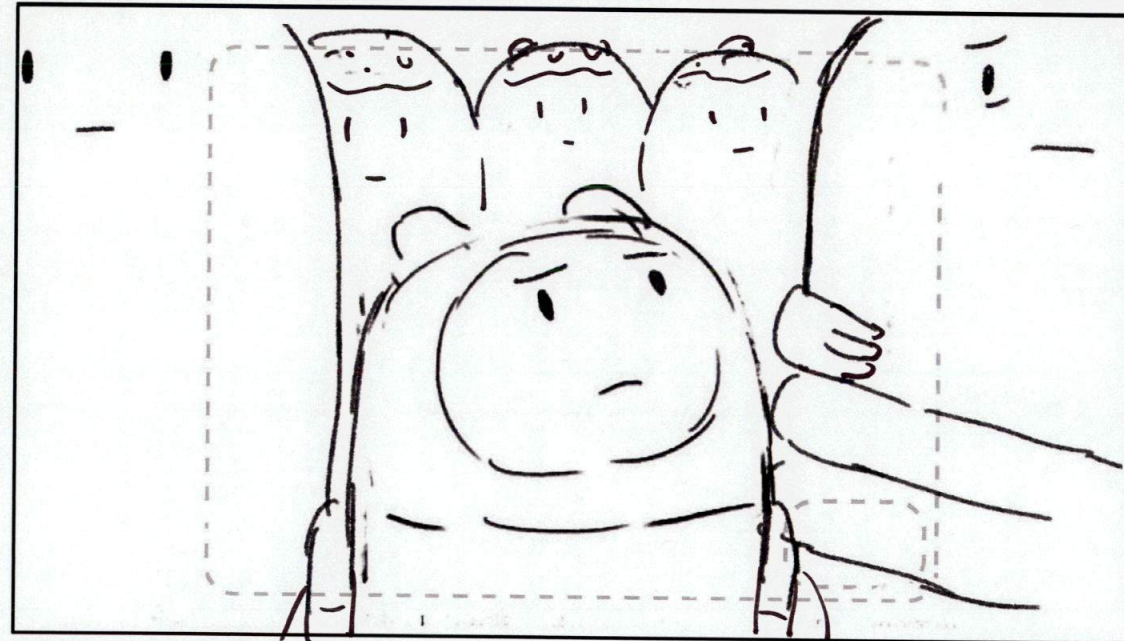
Page 237

Sc. 159

Pnl. A

Bg.

day night



Sc. 159 CONT

Pnl. B

Bg.

day night



Dialog:

(VO)

Finn/ and any one of those dudes

(VO)

Finn/ will be in the same boat as

Action:

F LOOKS @ OTHER BGS

Timing:

SEP 10 2015

Production :

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1034/233

1034/233

ADVENTURE TIME



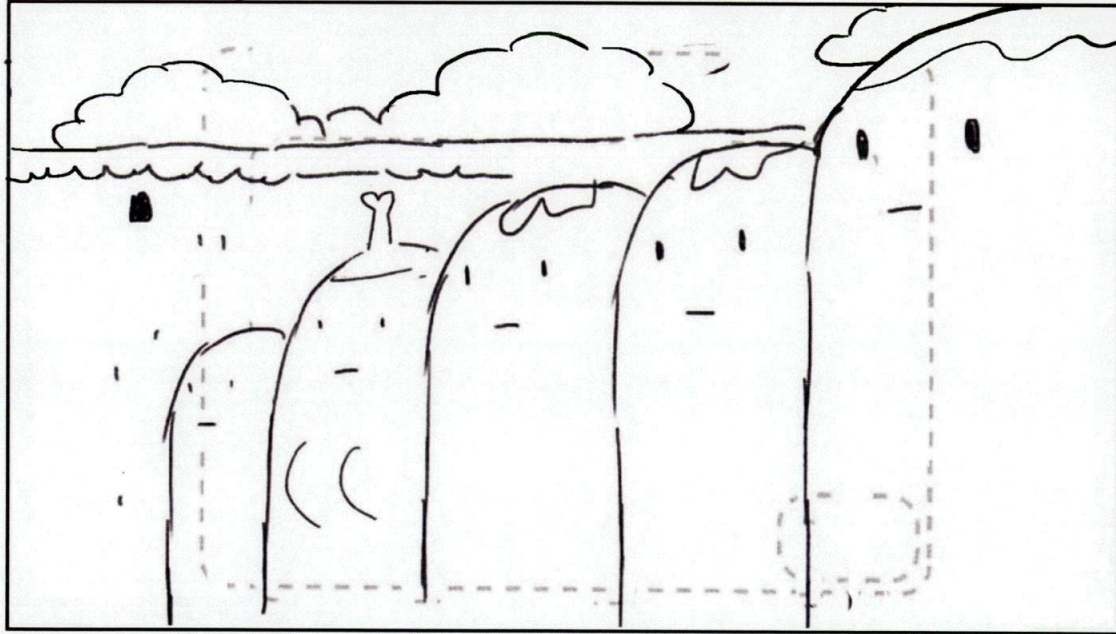
Page 238

Sc. 161

Pnl. A

Bg.

day night

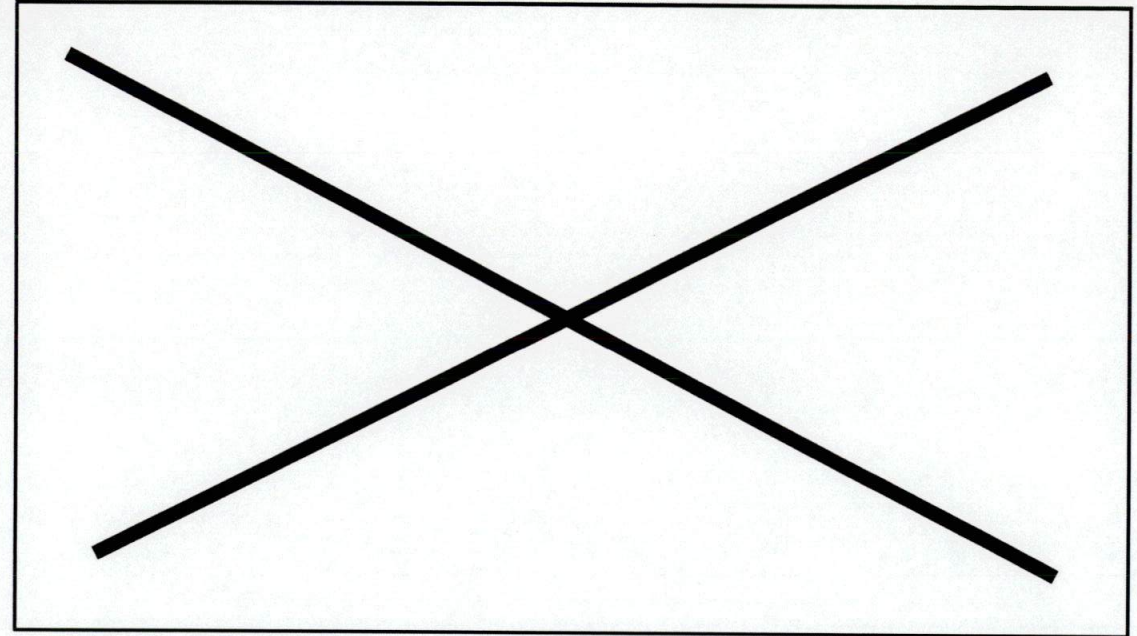


Sc.

Pnl.

Bg.

day night



Dialog:

(VO)
Finn/ BG sixteen...

Action:

LINE OF STOIC BGS, ALL LOOKING THE SAME

SEP 10 2015

Timing:

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Production :

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ADVENTURE TIME



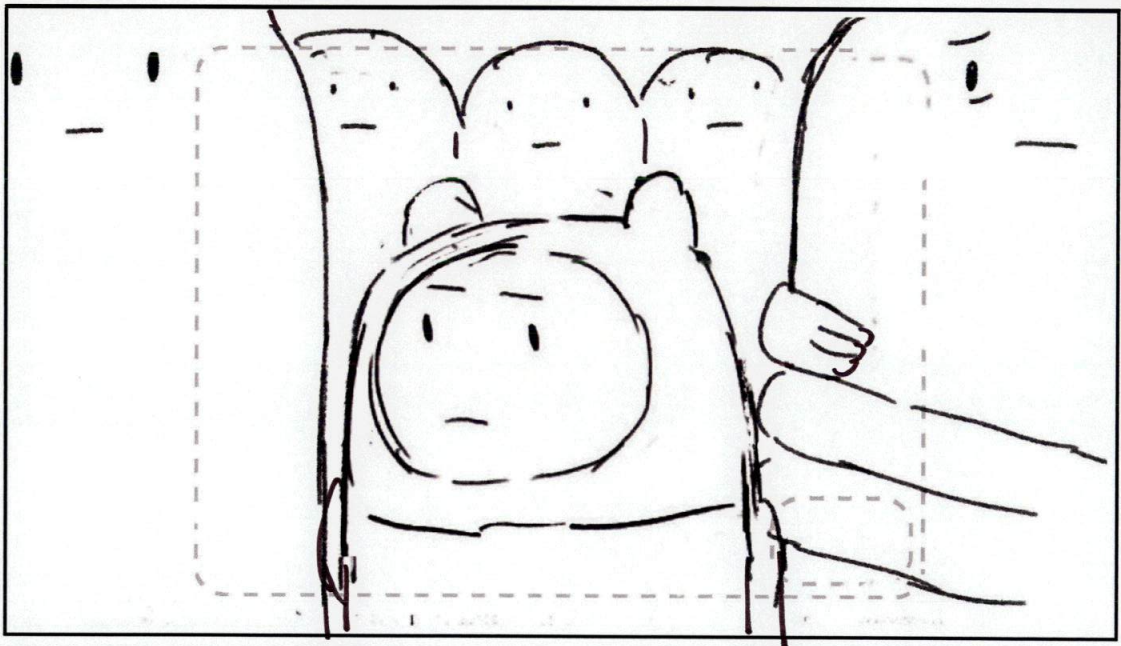
Page 239

Sc. 162

Pnl. A

Bg.

day night



Sc. 162 *cont*

Pnl. B

Bg.

day night



Dialog:	Finn/ (GASP)...the same boat...
Action:	F REALIZES
Timing:	SEP 10 2015

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Production :

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ADVENTURE TIME



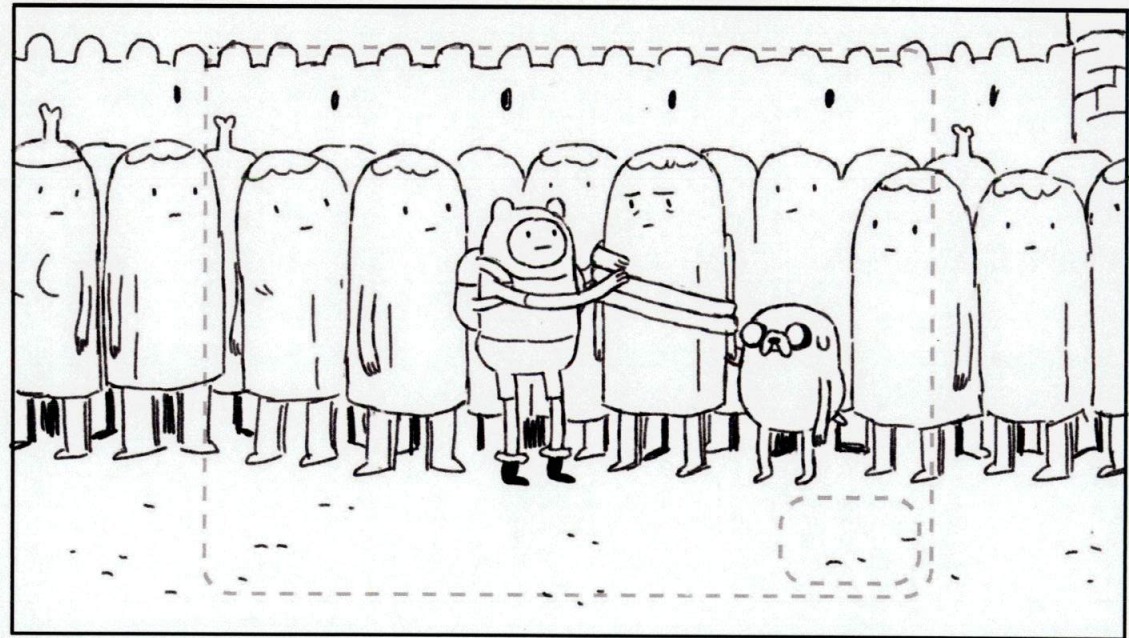
Page 240

Sc. 163

Pnl. A

Bg.

day night

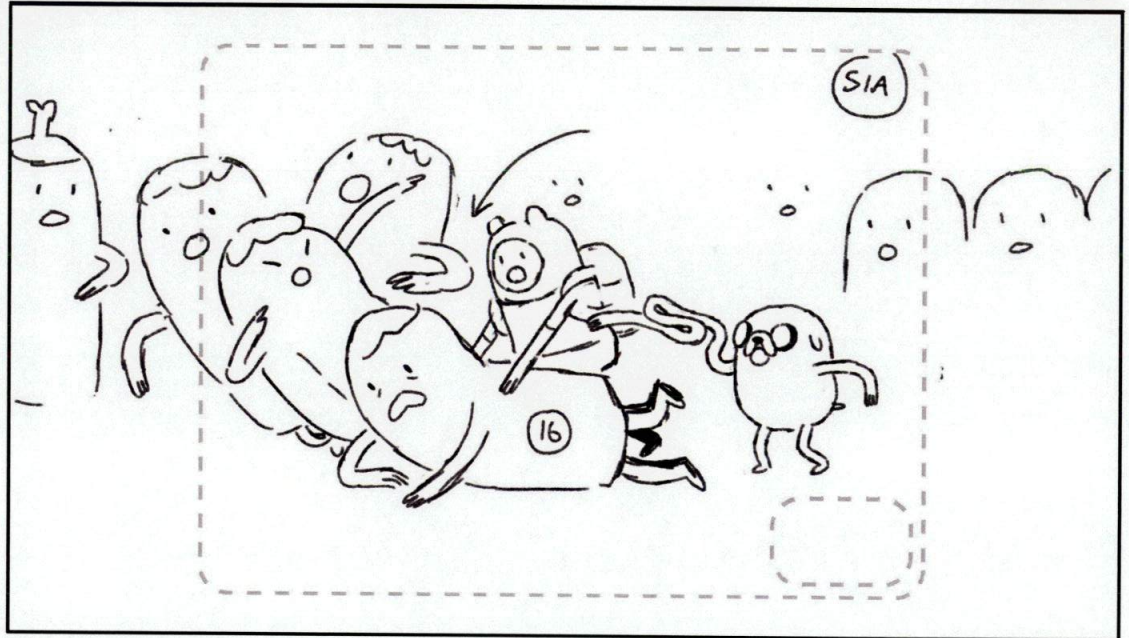


Sc. 163 *CONT*

Pnl. B

Bg.

day night

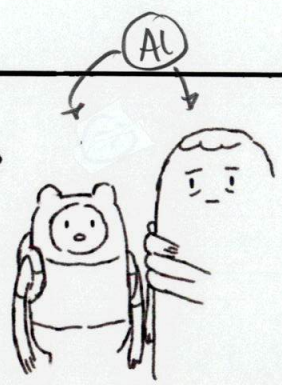


Dialog:

F/ OOOOOpppssss!

Action:

F GRABS BG16



THROWS HIM DOWN,
KNOCKING DOWN OTHER BGS

Timing:

SEP 1 • 2015

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EPISODE #

1034/233

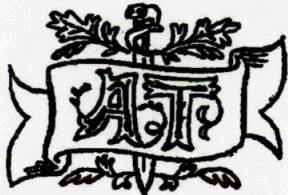
Production :

1034/233

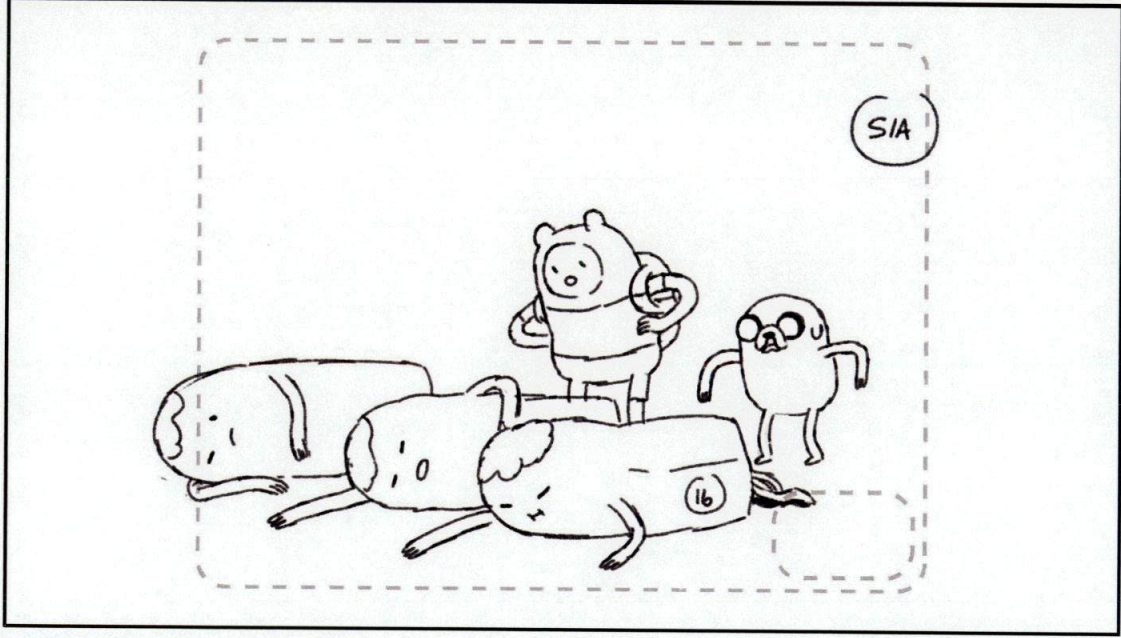
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1034/233

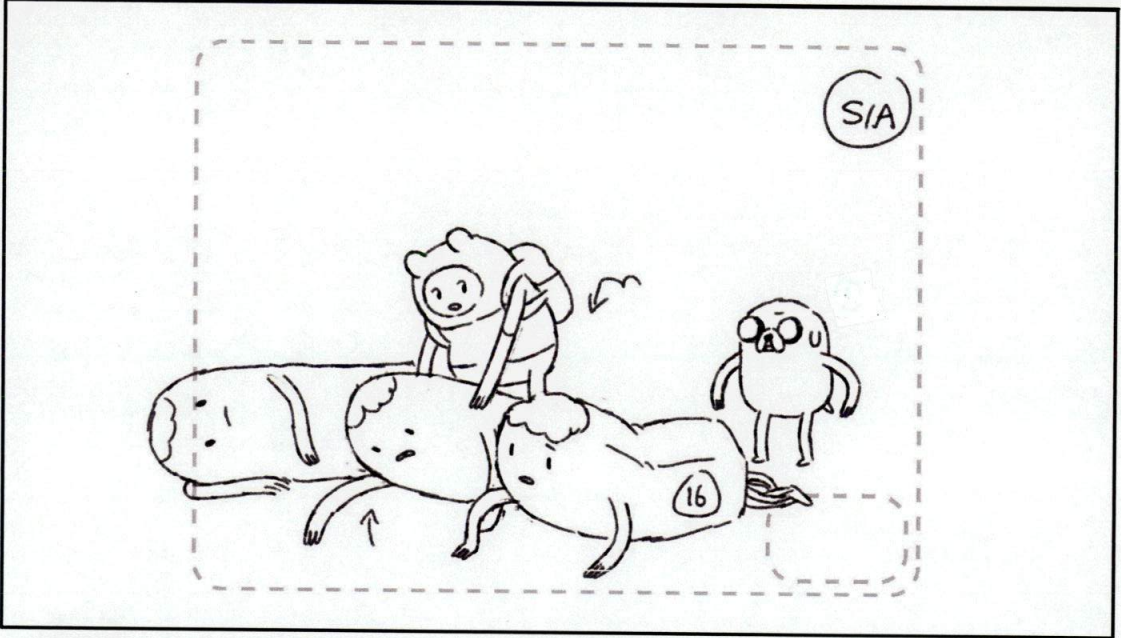
ADVENTURE TIME

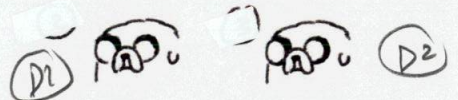


Sc. 163 *CONT* Pnl. C Bg. day night



Sc. 163 *CONT* Pnl. D Bg. day night



Dialog:	J/ WHA -	Finn/ Oh sorry man
Action:	F LOOKS AT 16 POINTEDLY J'S EYES DART BETWEEN F AND BGS	
Timing:	 SEP 10 2015	

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EPISODE #

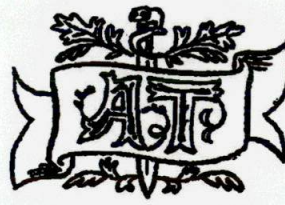
1034/233

Production :

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ADVENTURE TIME



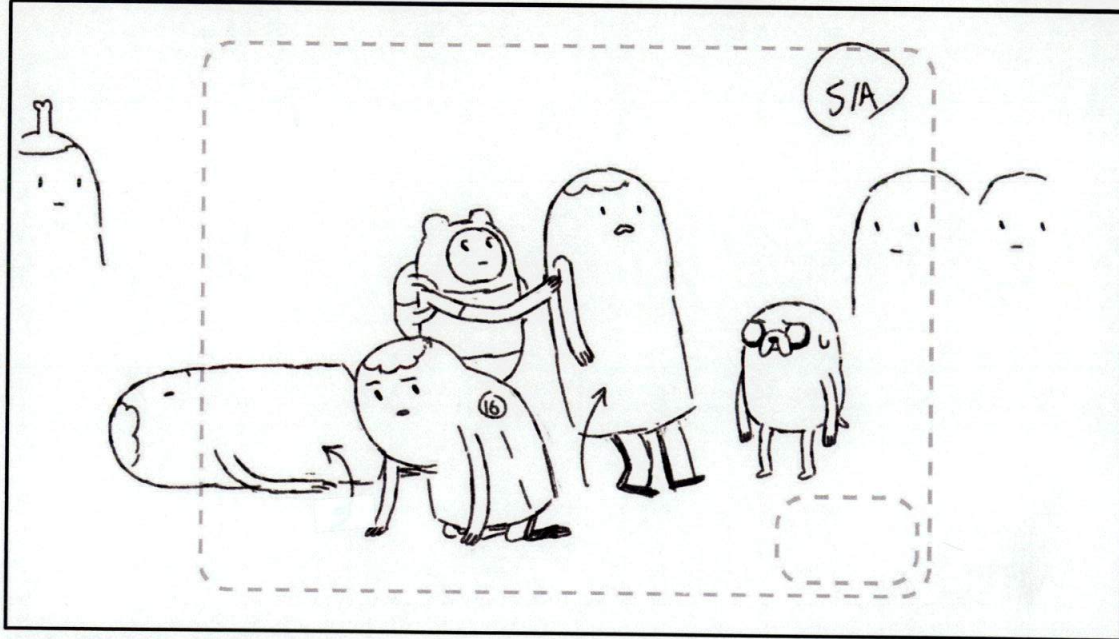
Page 242

Sc. 163 *CONT*

Pnl. E

Bg.

day night

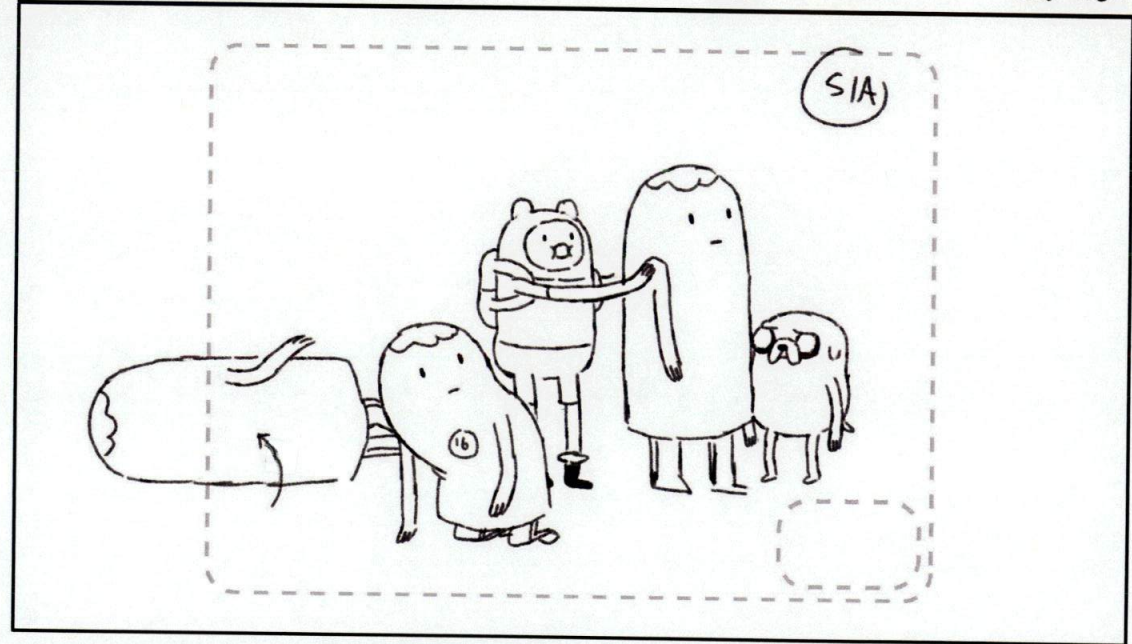


Sc. 163 *CONT*

Pnl. F

Bg.

day night



Dialog:

F/ THERE YA' GOOOO..

Action:

F PICKS UP DIFF BG

F PUTS DIFF BG IN 16'S PLACE

Timing:

SEP 10 2015

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1034/233

Production :

1034/233

ADVENTURE TIME



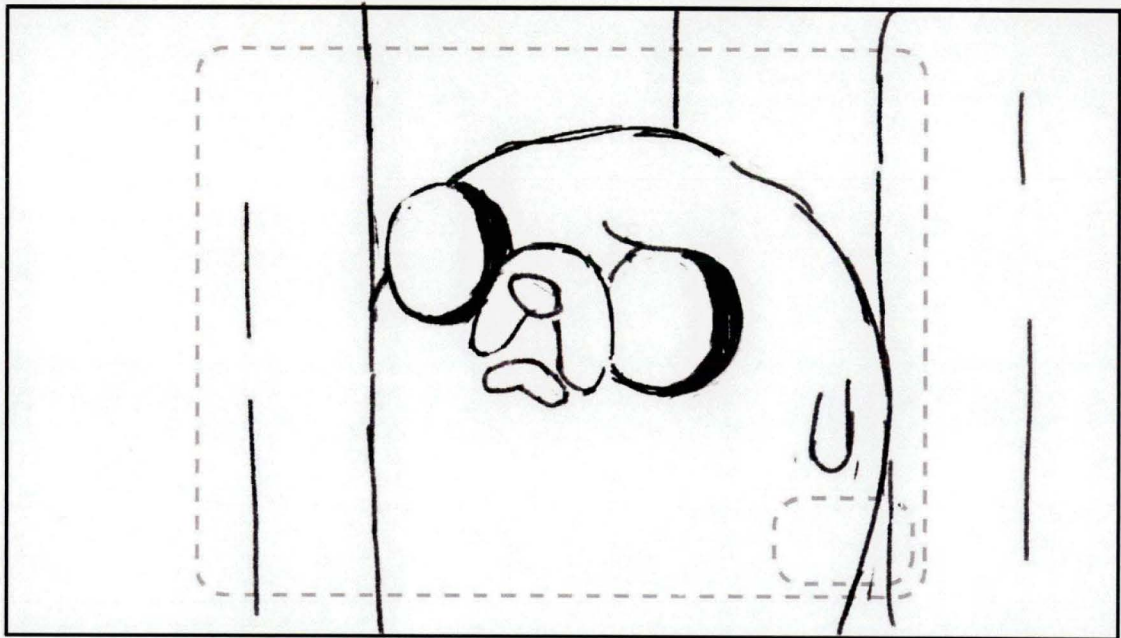
Page 243

Sc. 164

Pnl. A

Bg.

day night

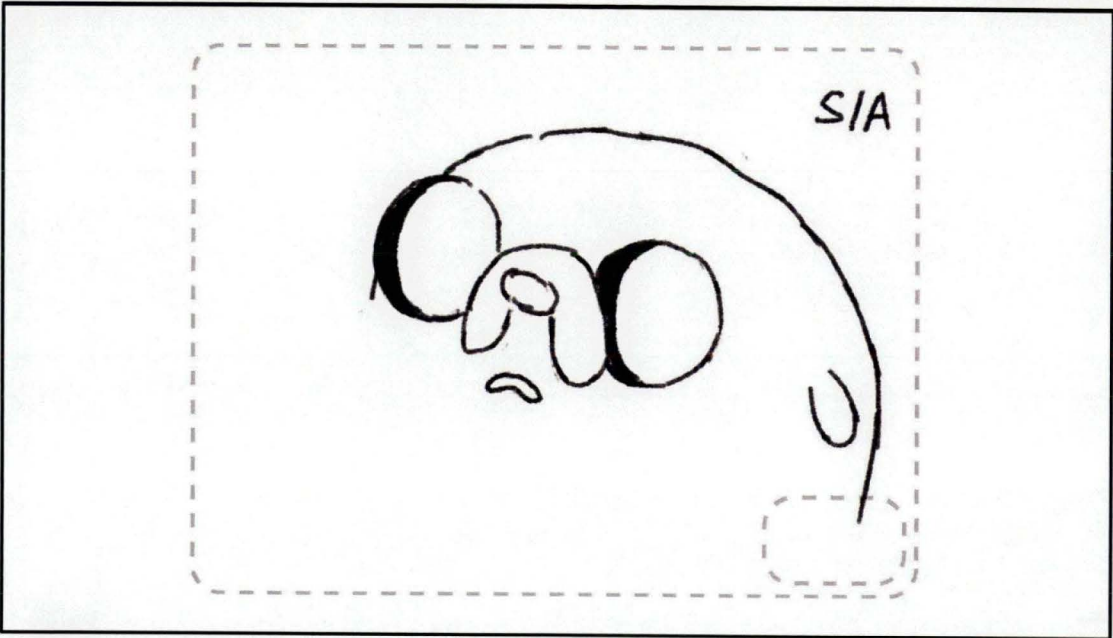


Sc. 164 *CONT*

Pnl. B

Bg.

day night



Dialog:

J/ HEY wait! THAT'S NOT THE SAME —

SFX / (OS) * BUGLE *

Action:

J CUT OFF BY BUGLE

Timing:

SEP 10 2015

Production :

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1034/233

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ADVENTURE TIME

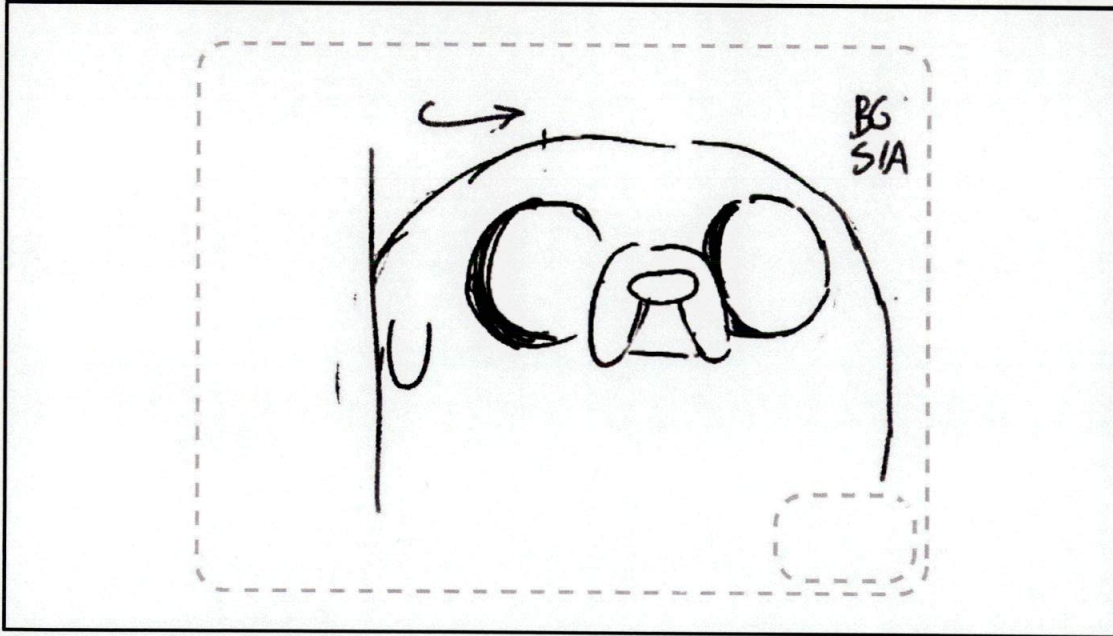


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Sc. 164 *CONT* Pnl. C

Bg.

day night

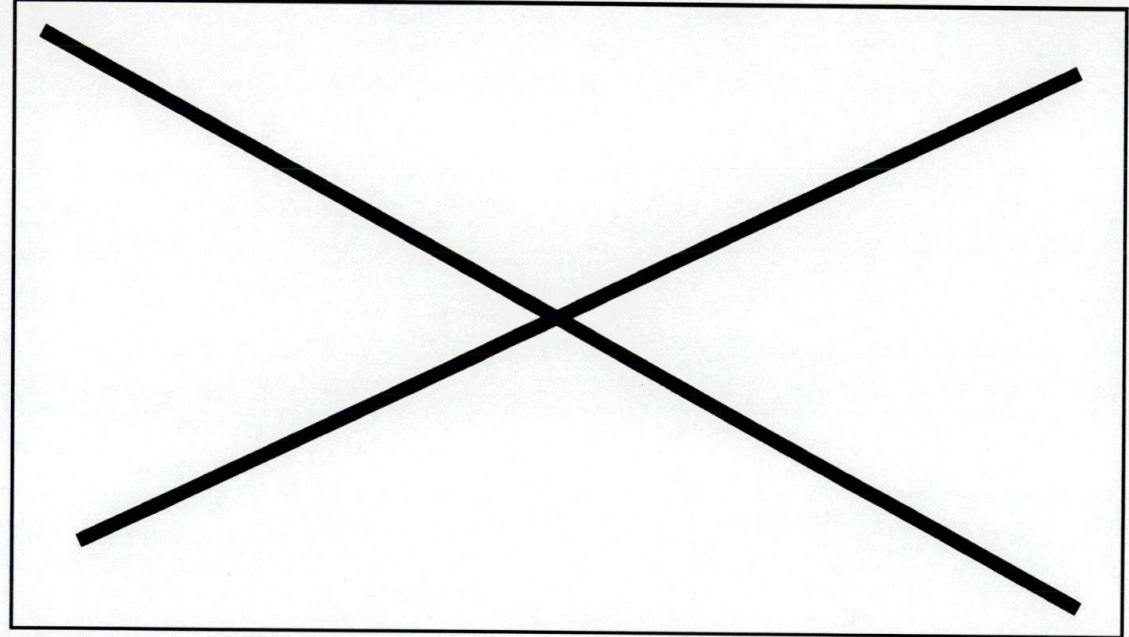


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

SEP 10 2015

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Production :

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ADVENTURE TIME



NO SC 66

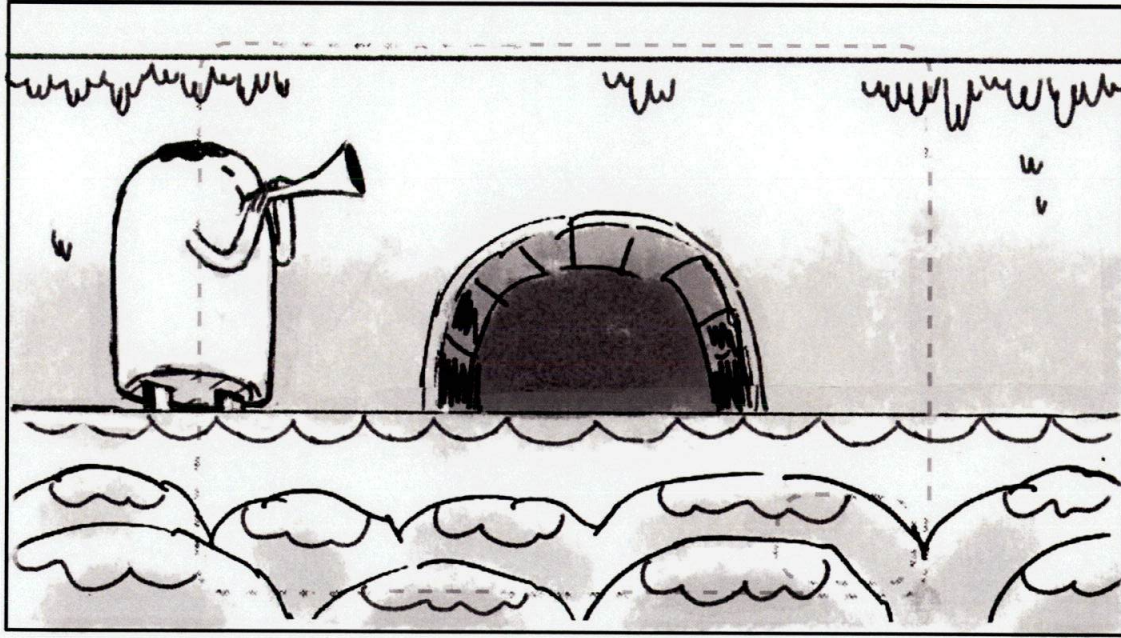
Page 245

Sc. 165

Pnl. A

Bg.

day night

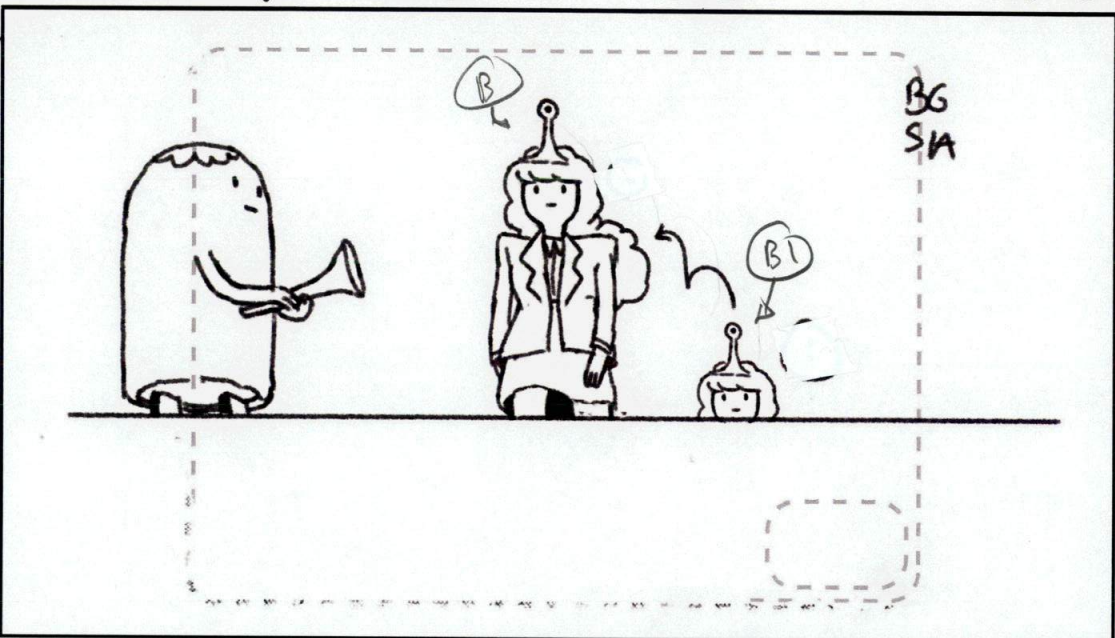


Sc. 165 CONT

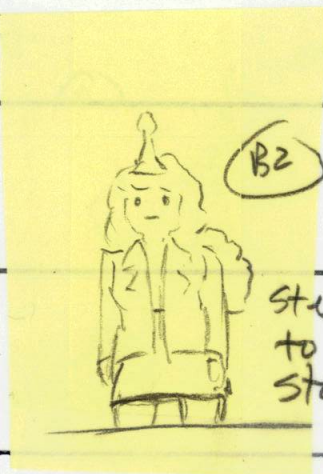
Pnl. B

Bg.

day night



<p>Dialog:</p> <p>SFX / * QUIET FOOTSTEPS APPROACHING *</p> <p>* BUGLE *</p>	<p>SFX / * HEELS ON FLOOR *</p> <p>PB IN POWERSUIT WALKS TO EDGE OF STAGE</p>
<p>Action:</p> <p>Timing:</p>	<p>SEP 10 2015</p>



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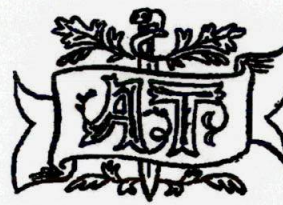
1034/233

Production :

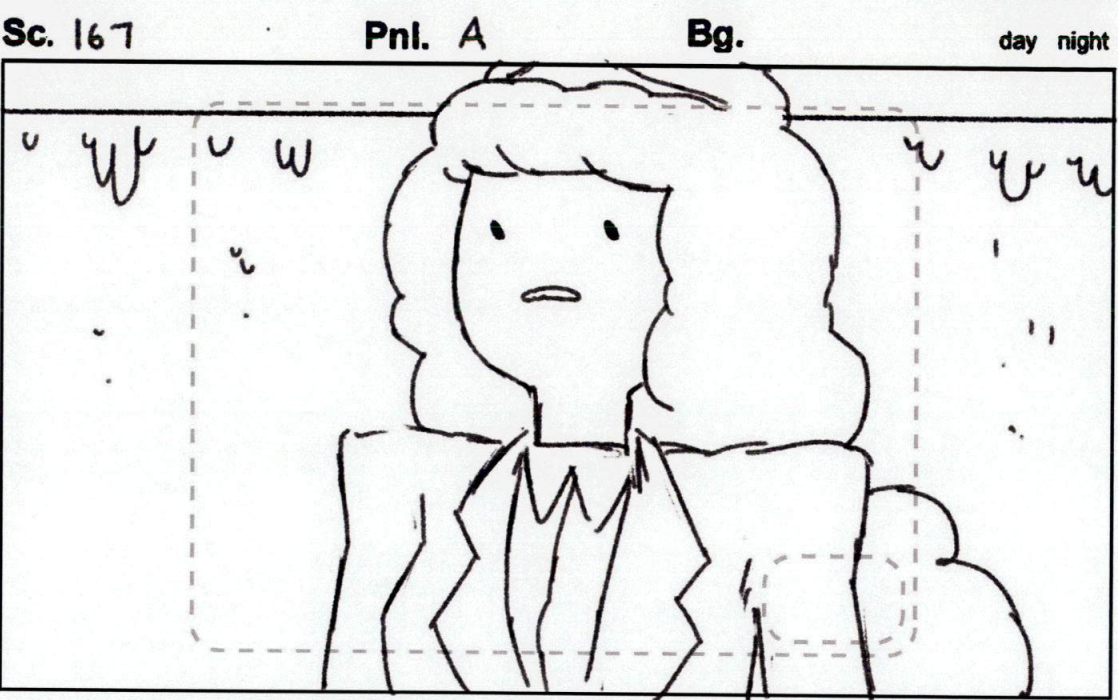
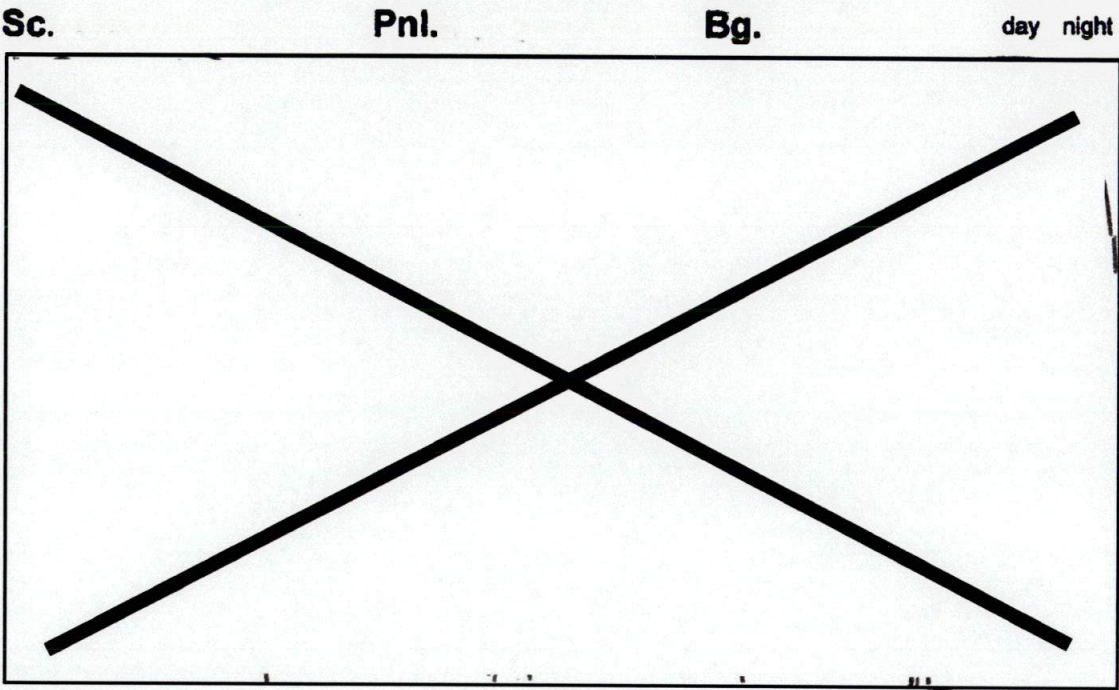
1034/233

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ADVENTURE TIME



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Dialog:	PB/ BANANA GUARD 16, STEP FORWARD.
Action:	
Timing:	

SEP 10 2015

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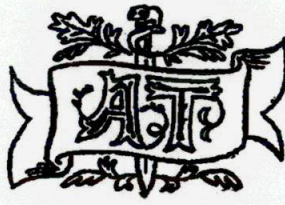
Production :

1034/233

1034/233

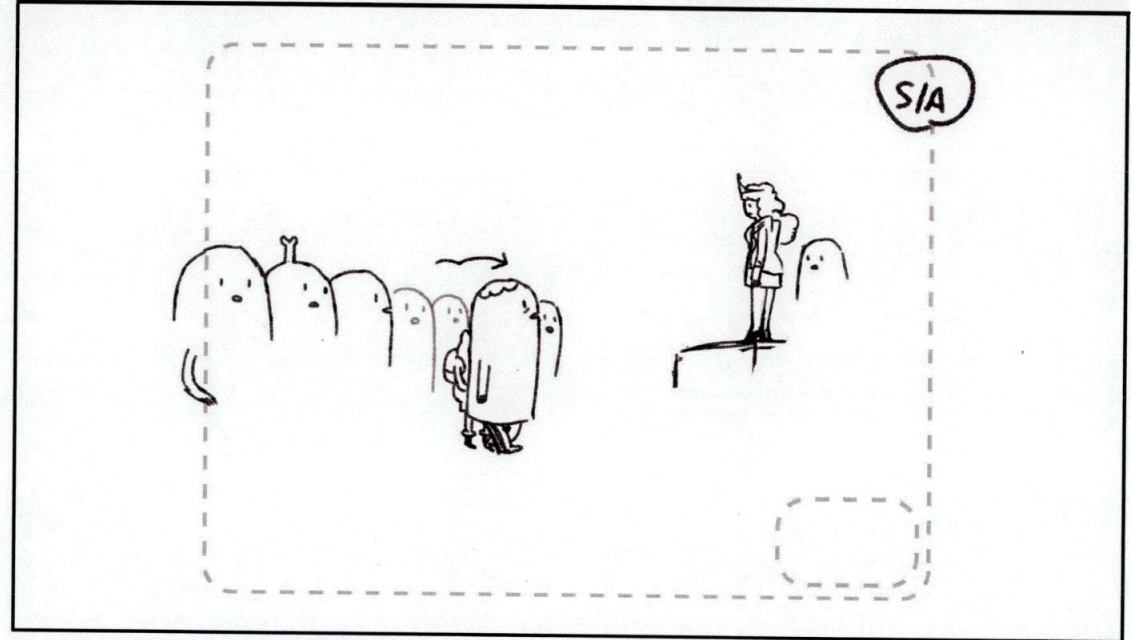
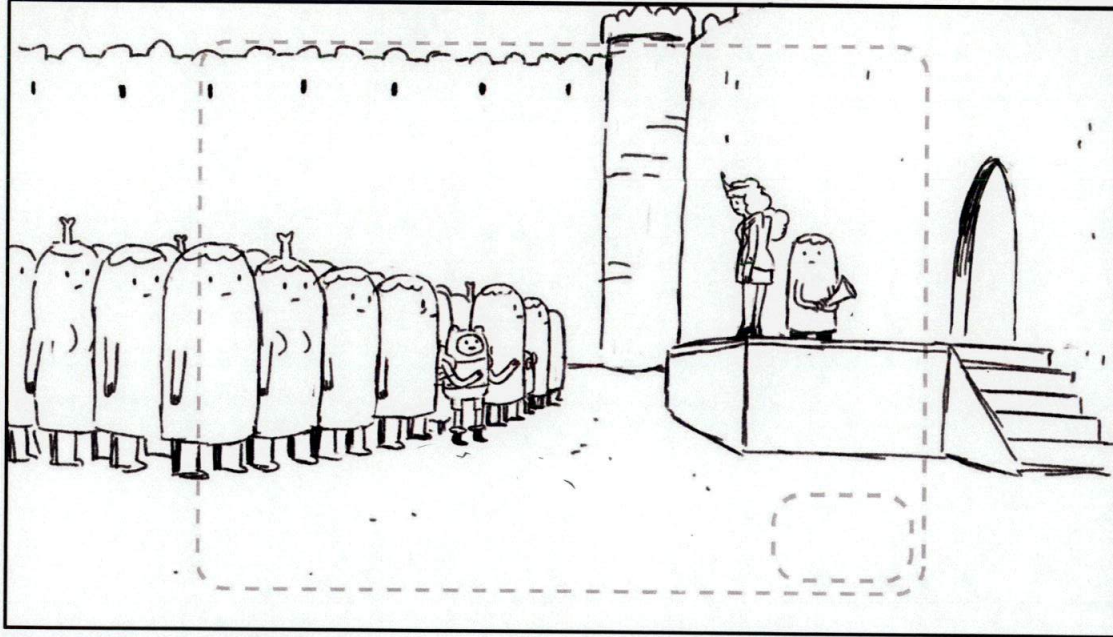
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ADVENTURE TIME



Page 247

Sc. 168 Pnl. A Bg. day night Sc. 168 *cont* Pnl. B Bg. day night



Dialog:	Finn/ Sorry PB I goofed up. I think we lost him-	BG #16/ -I'm banana guard six
Action:		BG 16 STEPS FWD
Timing:		

SEP 10 2015

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1034/233

Production :

1034/233

ADVENTURE TIME



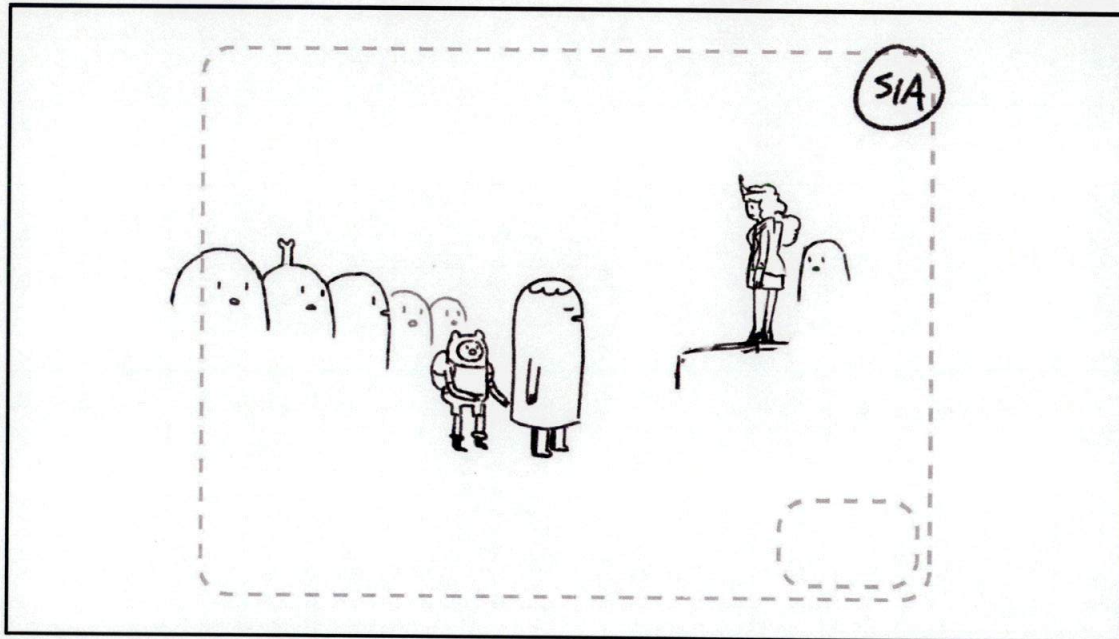
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Sc. 168 *CONT*

Pnl. C

Bg.

day night



Sc. 169

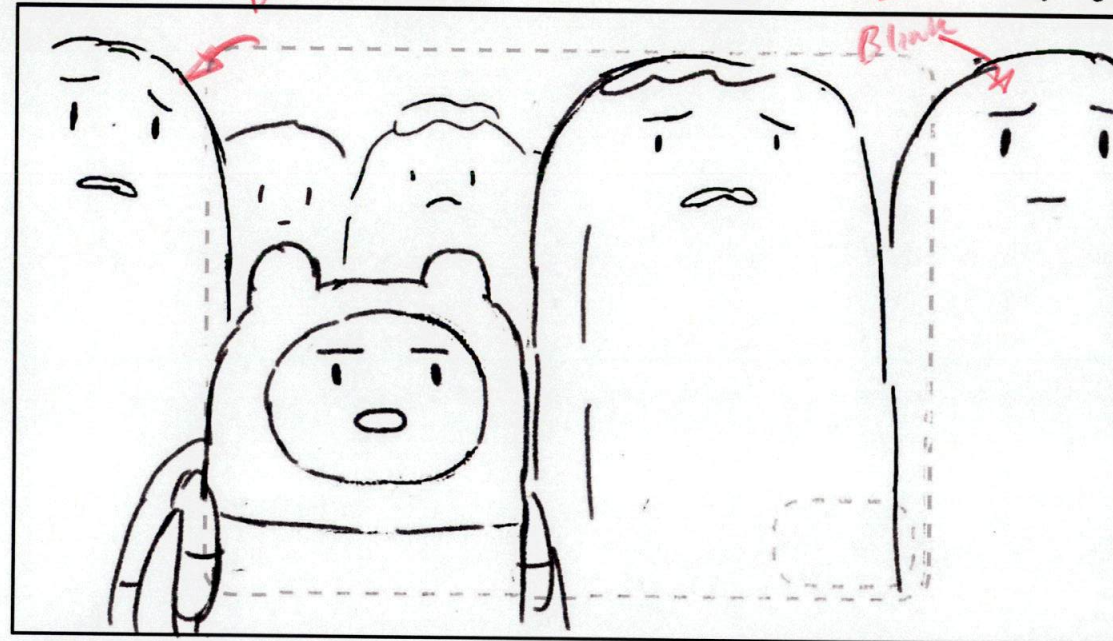
1st Blink

Pnl. A

Bg.

2nd Blink

day night



Dialog:

BG16/ teen.

Finn/ Ahhh dude, come on...

Action:

Timing:

SEP 10 2015

Production :

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ADVENTURE TIME



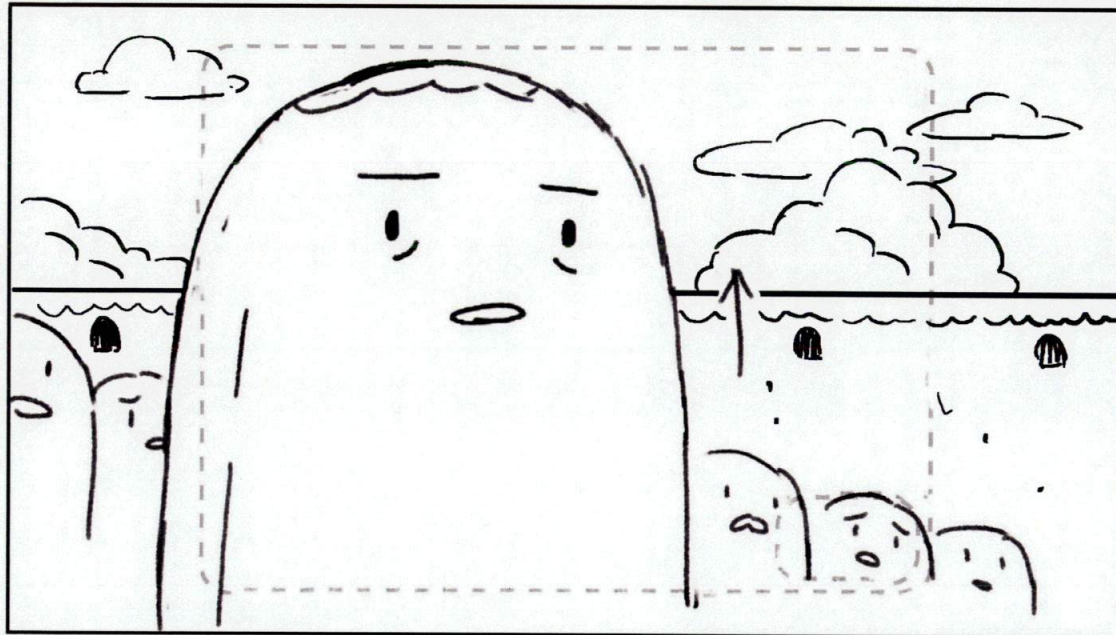
Page 249

Sc. 170

Pnl. A

Bg.

day night

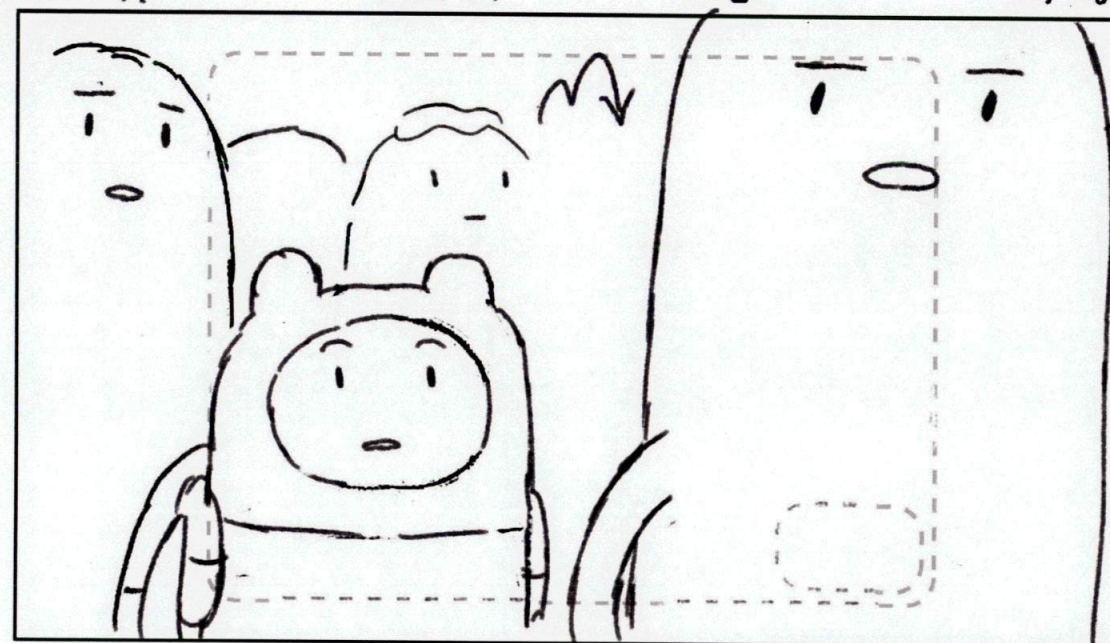


Sc. 171

Pnl. A

Bg.

day night



Dialog:

BG16/ PUNK ME. I AM READY.

BG/No! I am Banana Guard sixteen!

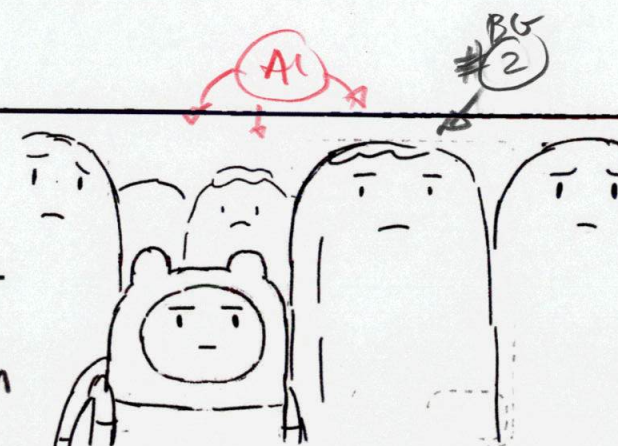
SEP 10 2015

Action:

Timing:



BG STEPS
TOWARDS CAM



Production :

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ADVENTURE TIME



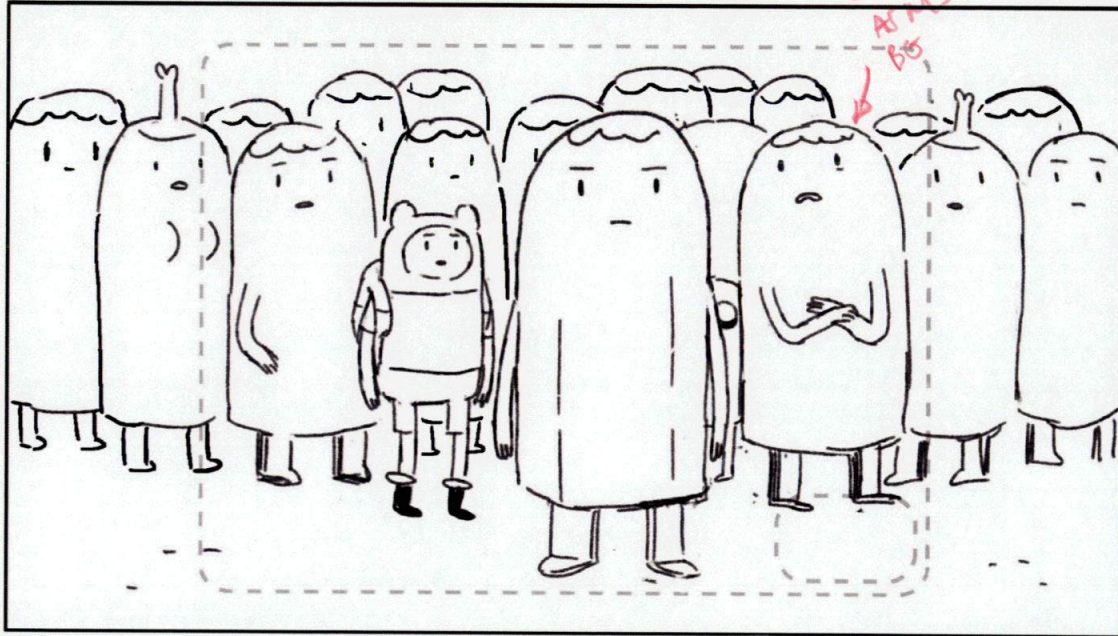
Page 250

Sc. 172

Pnl. A

Bg.

day night

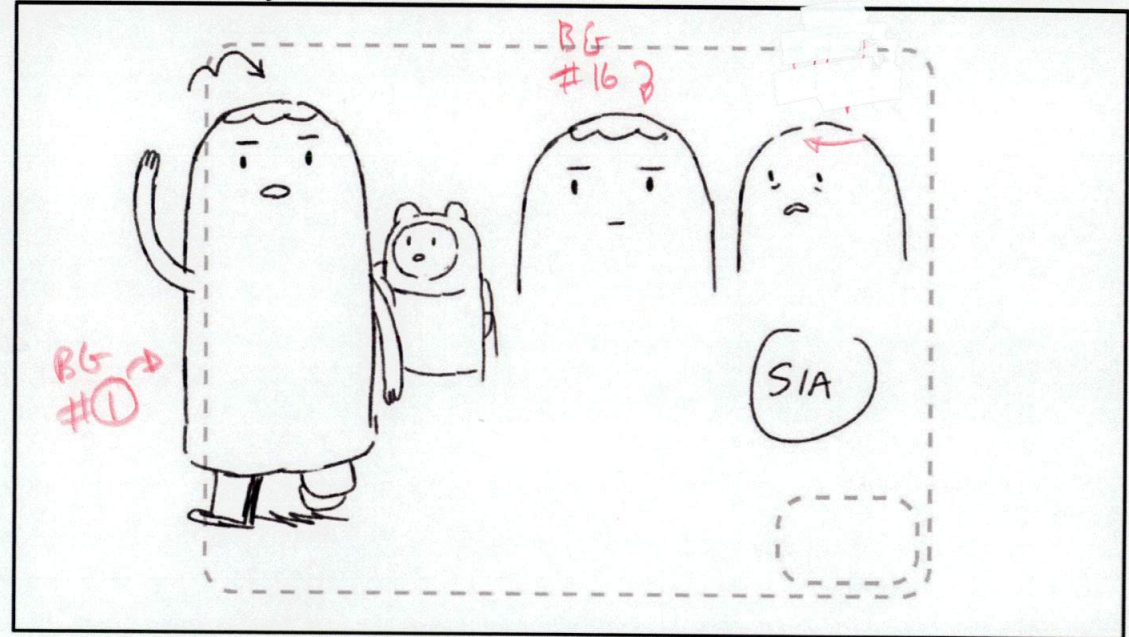


Sc. 172 *cont*

Pnl. B

Bg.

day night



Dialog:

BG/ I'M BANANA GUARD 16.

Action:

Timing:

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Production :

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ADVENTURE TIME

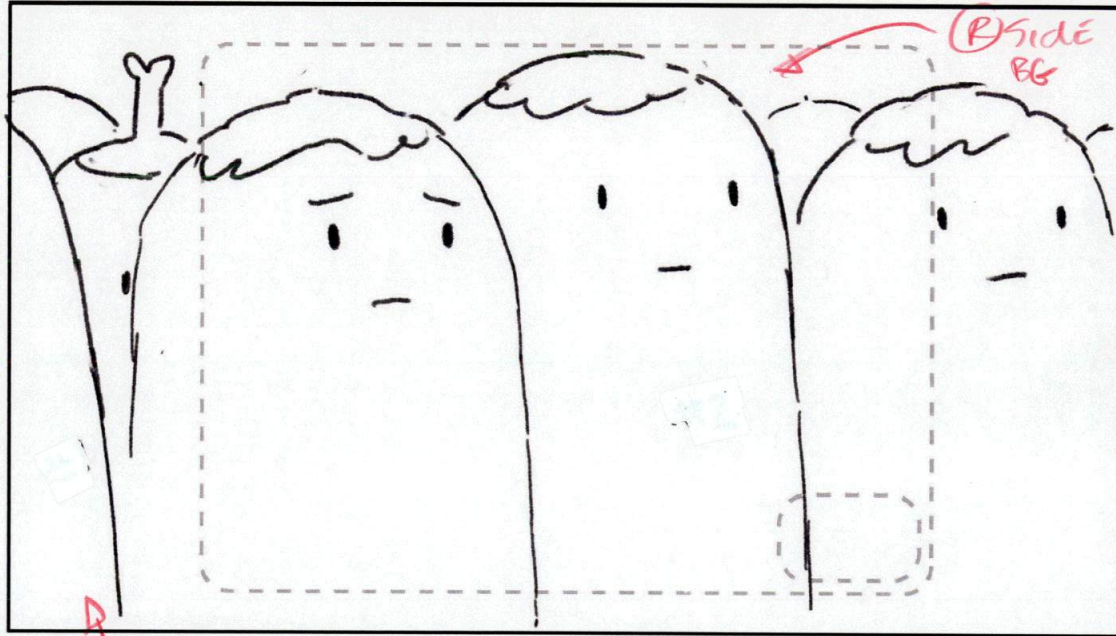


Sc. 173

Pnl. A

Bg.

day night

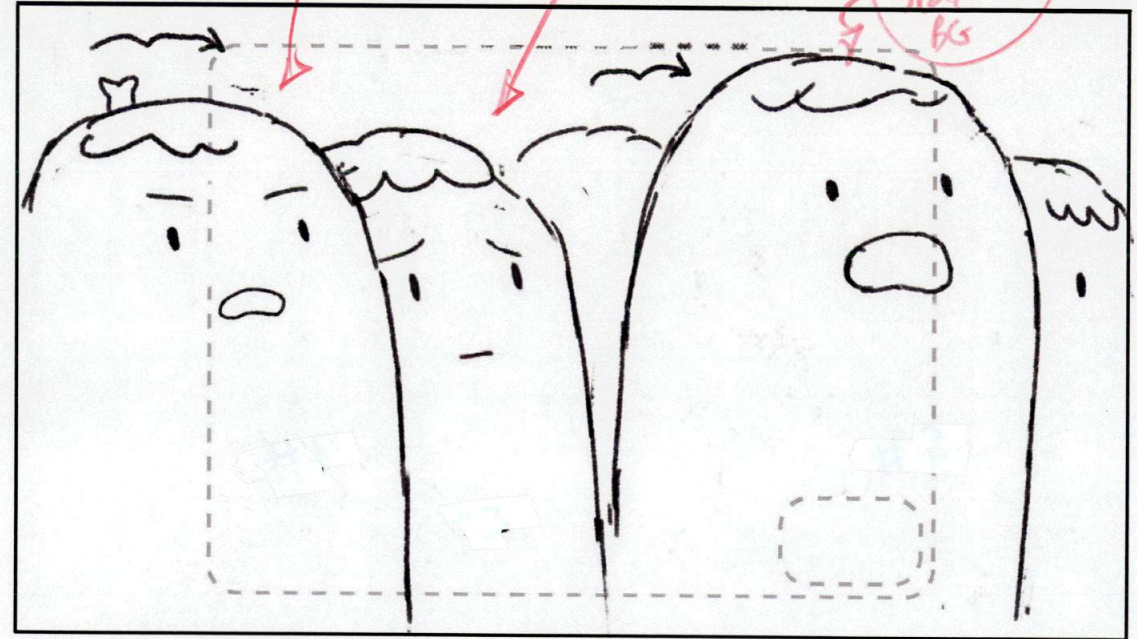


Sc. 173 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

(L side BG)

(STAGGERED)

(R side BG) / I'M BANANA GUARD 16

(L side BG) / I'M BANANA GUARD 16.

Action:

Timing:

SEP 10 2015

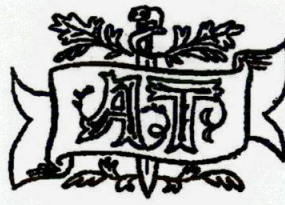
EPISODE # 1034-233

Production :

1034/233

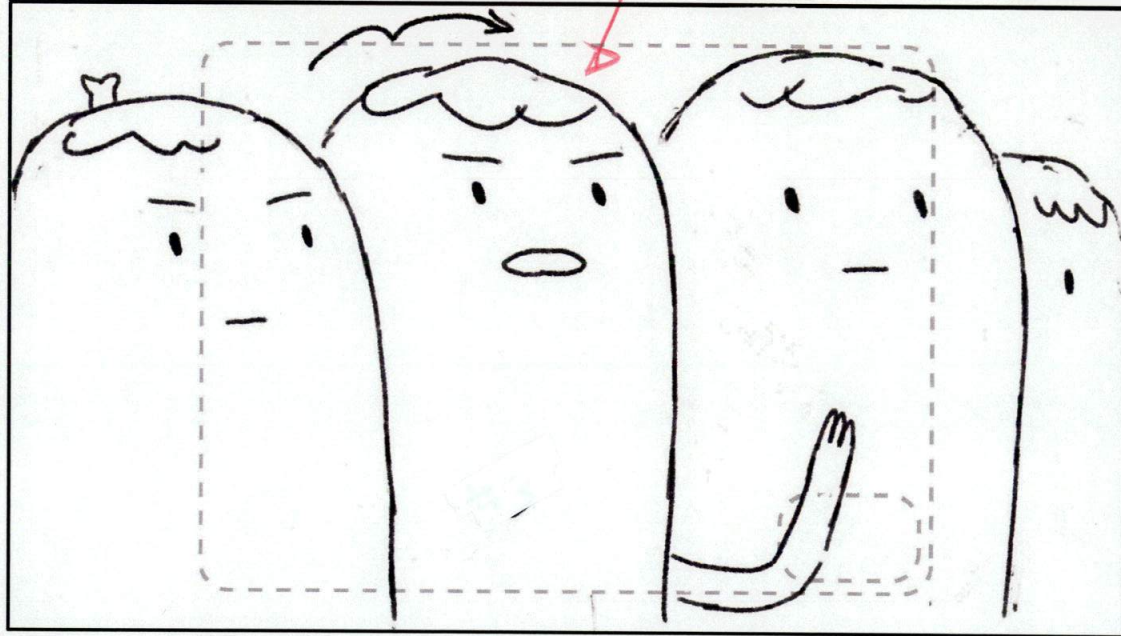
1034/233

ADVENTURE TIME

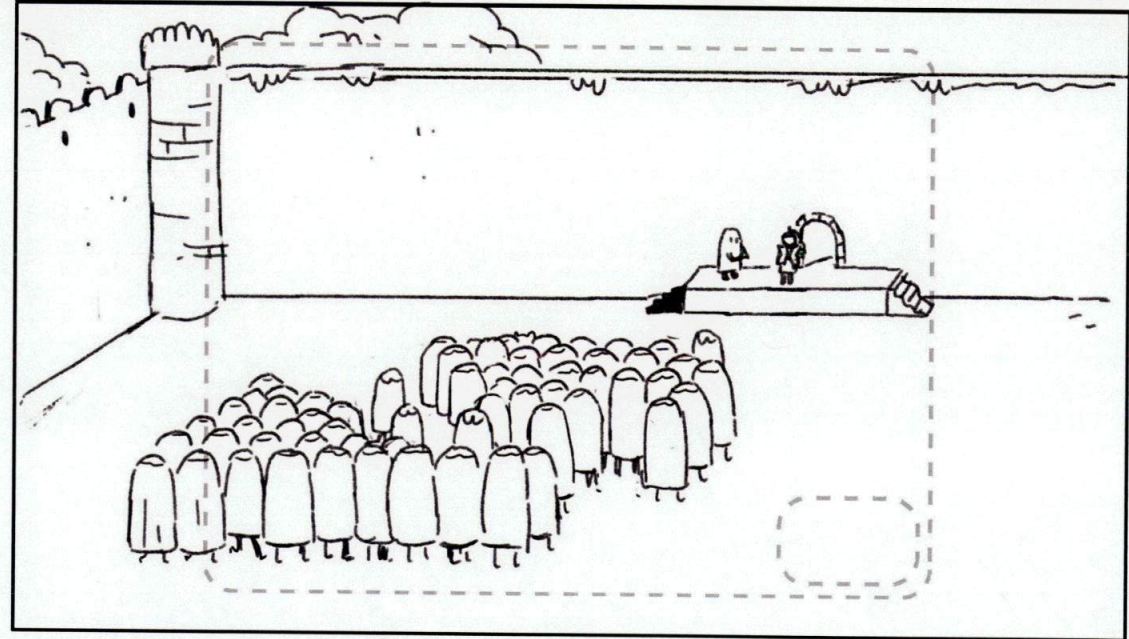


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Sc. 173 *cont* Pnl. C *middle BG* Bg. day night



Sc. 174 Pnl. A Bg. day night



<p>Dialog:</p> <p><i>middle BG</i> → / I'M BANANA GUARD.</p> <p>(BACKGROUND WALLA) / I'M BANANA GUARD 16 ETC</p>	<p>BG #3/ six</p> <p>WALLA / I'M BANANA GUARD 16!</p> <p>IT'S ME!</p> <p>(ETC)</p>
<p>Action:</p>	
<p>Timing:</p> <p style="text-align: right;">SEP 10 2015</p>	

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Production :

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1034/233

ADVENTURE TIME



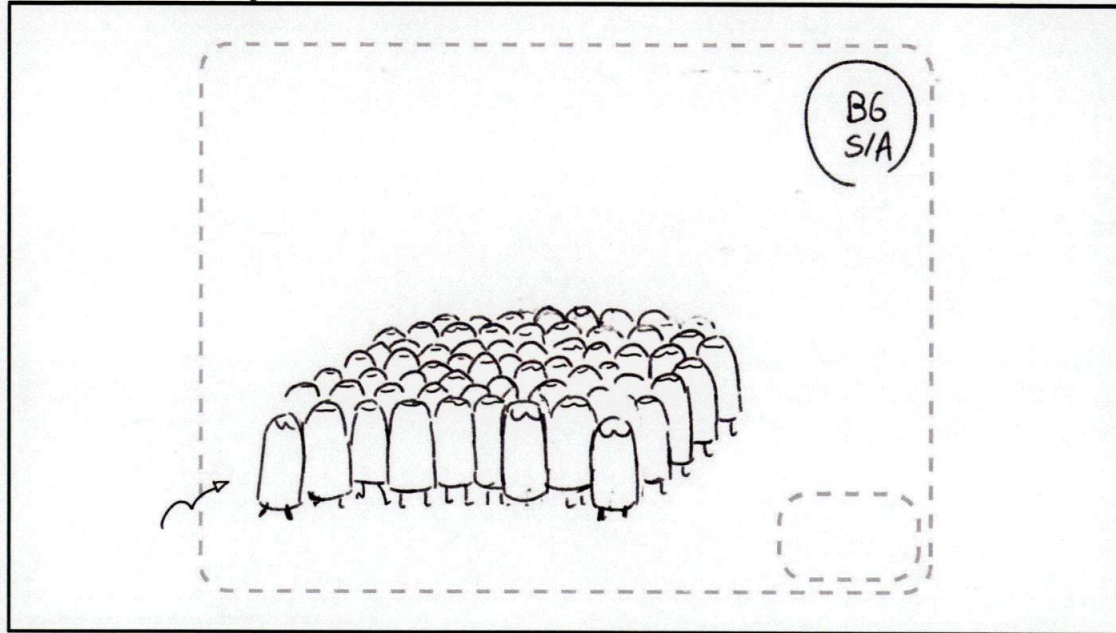
Page 253

Sc. 174 *CONT*

Pnl. B

Bg.

day night



Sc. 175

Pnl. A

Bg.

day night



Dialog:

BG #3/ teen!

WALLA/ I'M BANANA GUARD 16!

Action:

WHOLE CROWD SHUFFLES FWD

Timing:

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Production :

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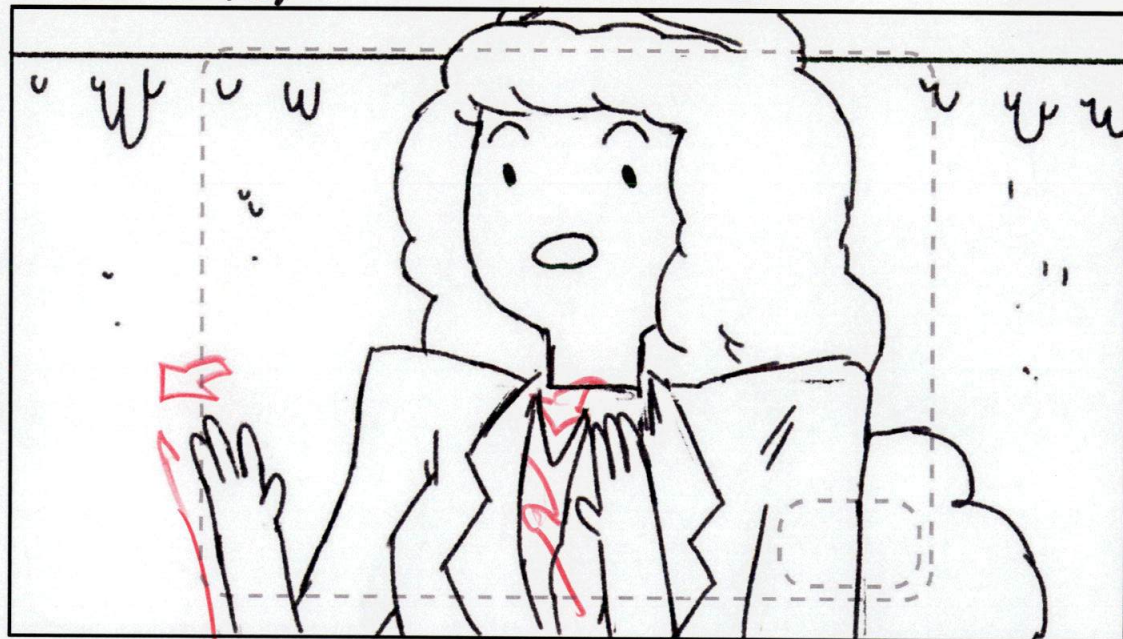
Page 254

Sc. 175 *cont*

Pnl. B

Bg.

day night

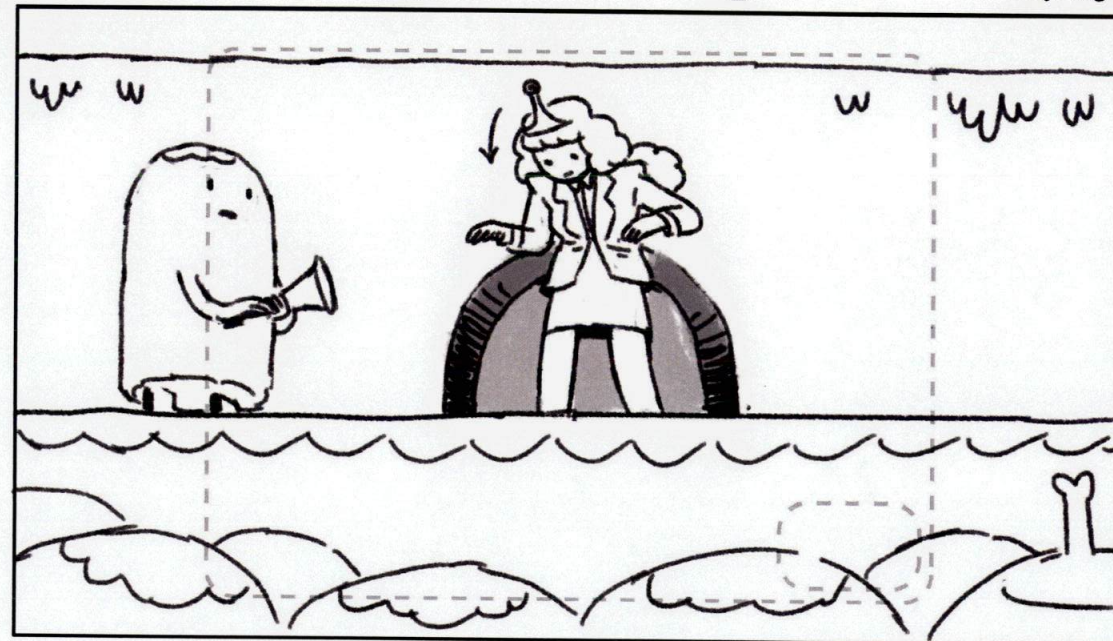


Sc. 176

Pnl. A

Bg.

day night



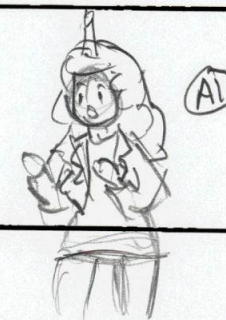
Dialog:

(B1) Arms FWD

PB/ WOAHH WOAHH WOAHH WOAHH

Action:

Timing:



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ADVENTURE TIME



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Sc. 176 *CONT*

Pnl. β

Bg.

day night

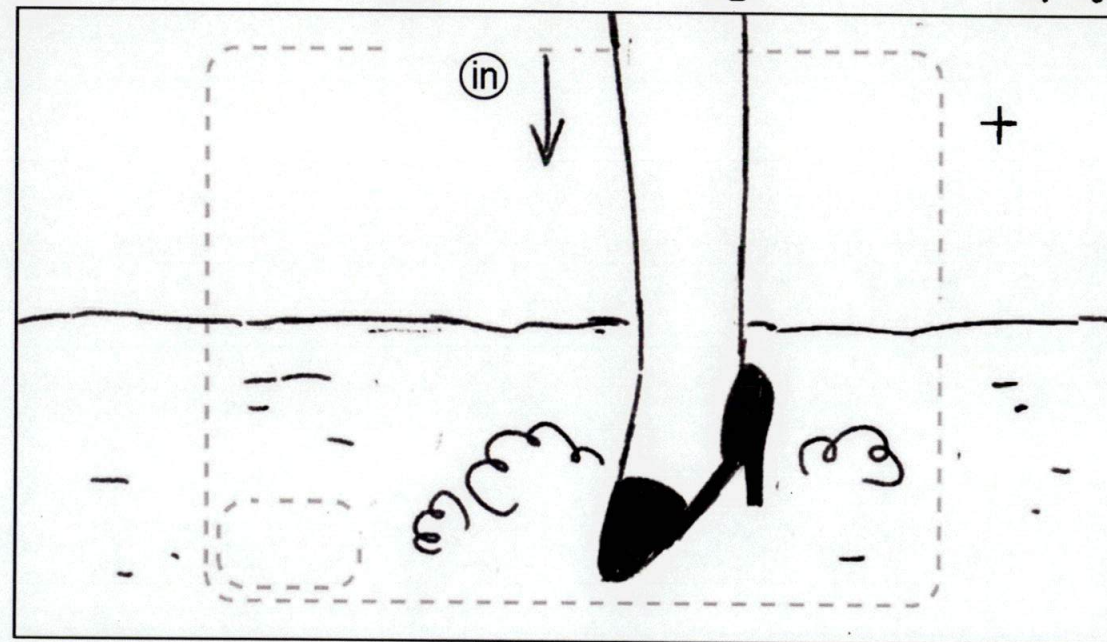


Sc. 177

Pnl. \cdot A

Bg.

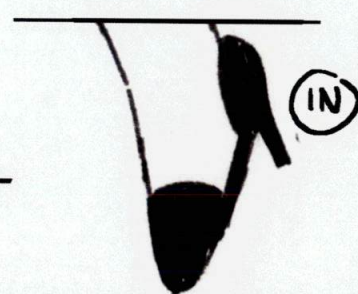
day night



Dialog:



Action:



(A)

(IN)

SFX / * PAF *

FOOT TOUCHES DOWN, LIL DIRT PUFF

Timing:

SEP 10 2015

Production :

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ADVENTURE TIME



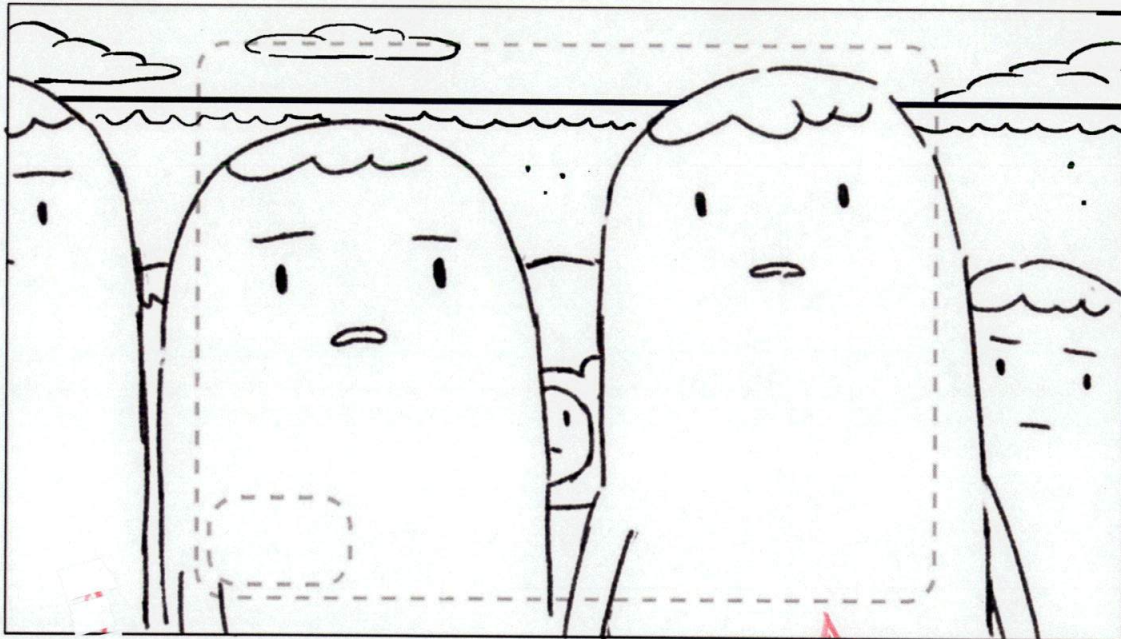
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Sc. 178

Pnl. A

Bg.

day night

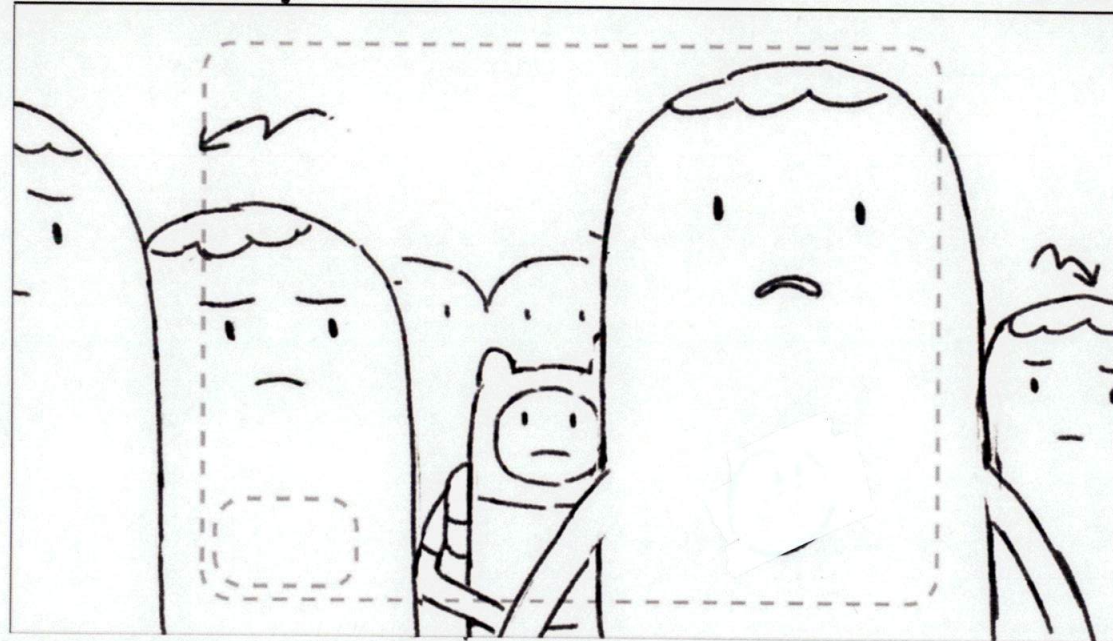


Sc. 178 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

ARMS
UP BG

BGS TAKE A STEP BACK

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Production :

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ADVENTURE TIME



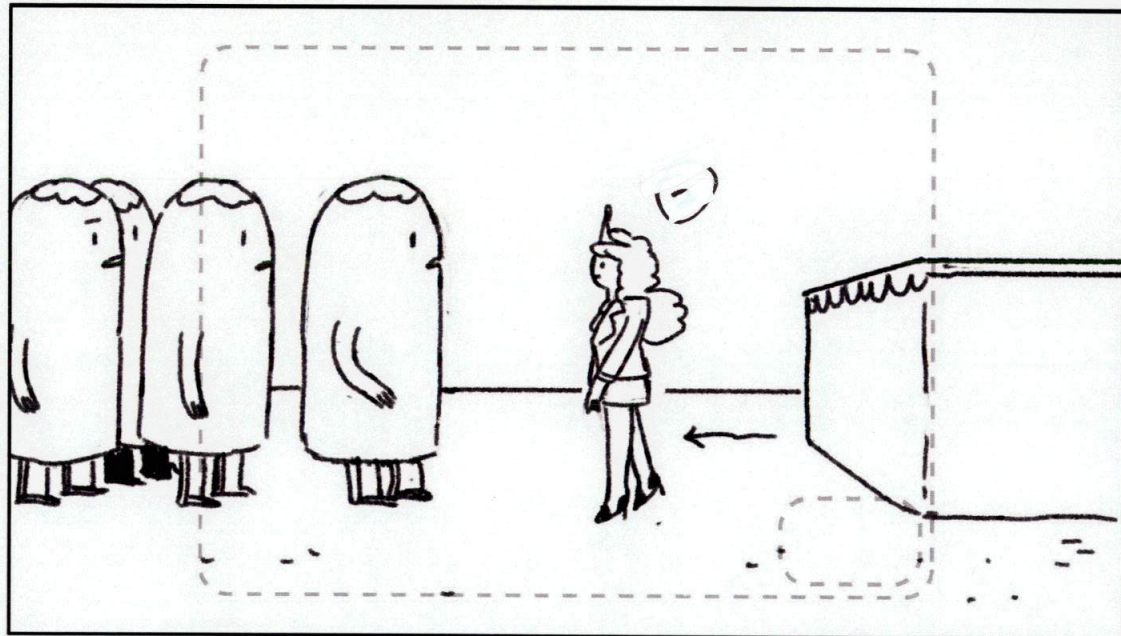
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Sc. 179

Pnl. A

Bg.

day night

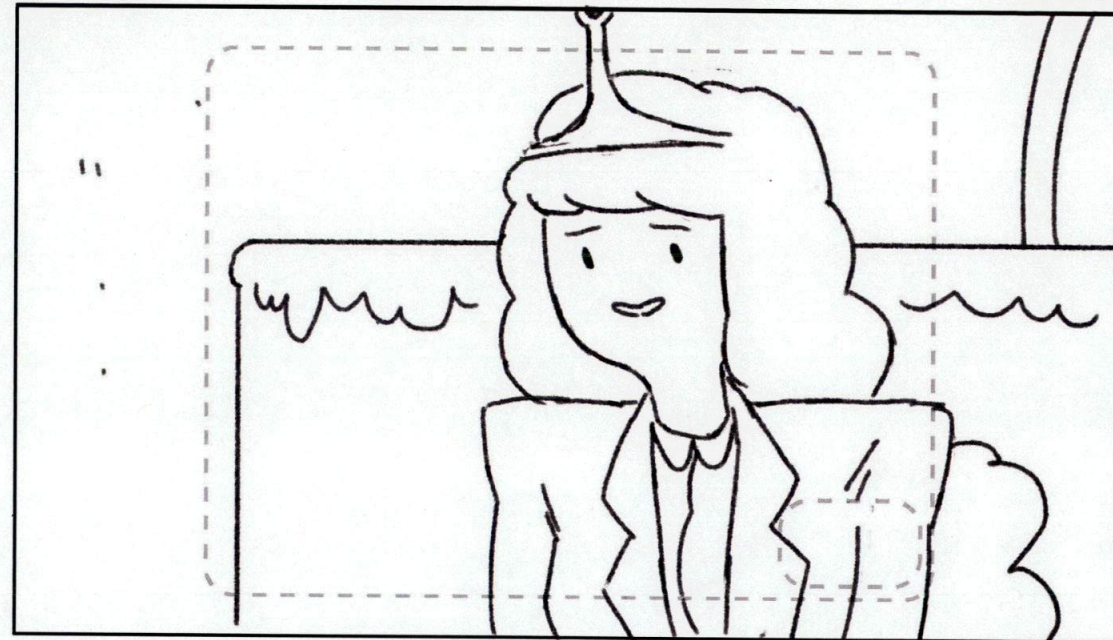


Sc. 180

Pnl. A

Bg.

day, night



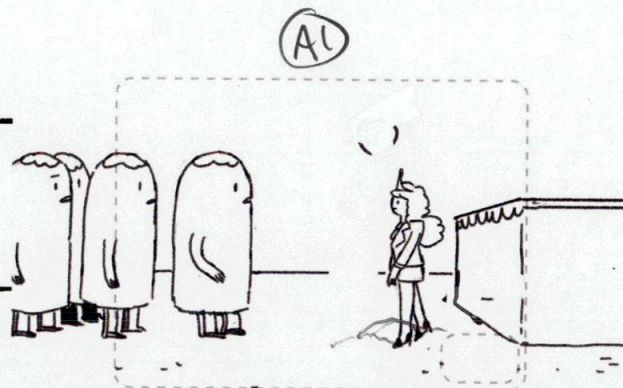
Dialog:

PB/ I'M NOT GOING TO PUNISH YOU,
BANANA GUARD 16.

Action:

PB STEPS TOWARDS 16

Timing:



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Production :

1034/233

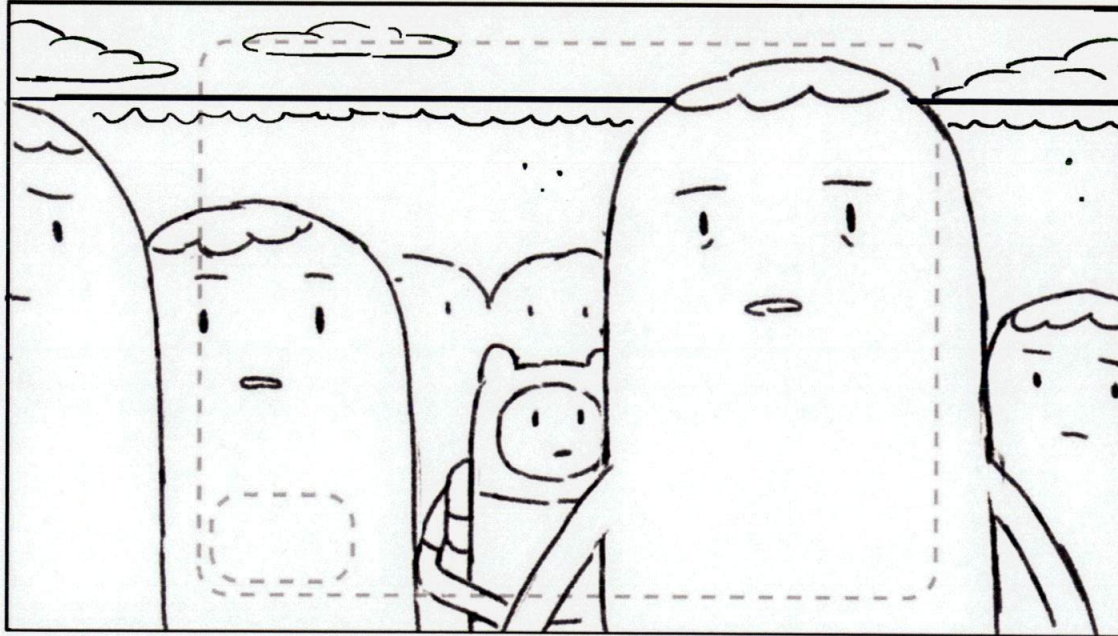
1034/233

ADVENTURE TIME



Page 258

Sc. 181 Pnl. A Bg. day night



Sc. 182 Pnl. A Bg. day night



Dialog:	
16/ ... YOU'RE NOT?	PB/ Of course not
Ac	
Ti	
SEP 10 2015	

EPISODE # 1034-233

Production :

1034/233

1034/233

1034/233

ADVENTURE TIME



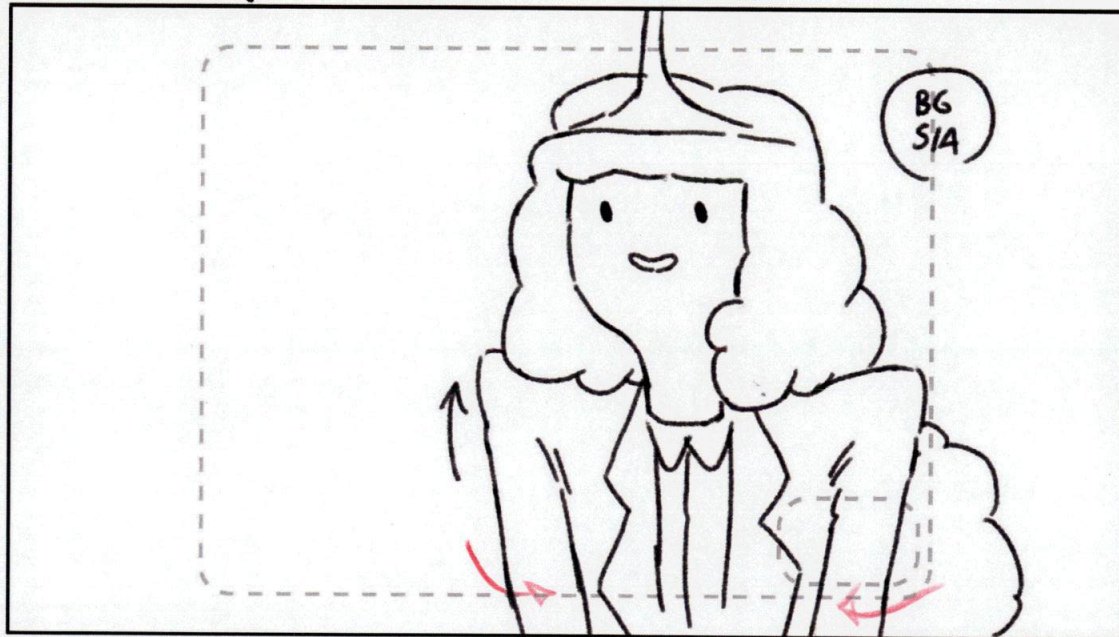
Page 259

Sc. 182 *cont*

Pnl. B

Bg.

day night

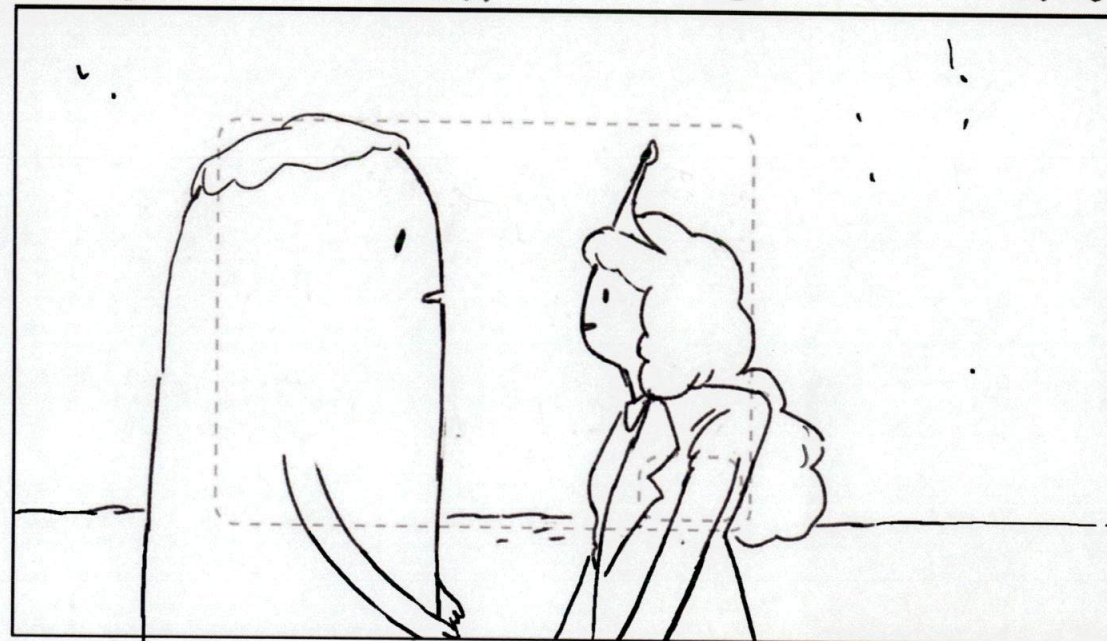


Sc. 183

Pnl. A

Bg.

day night



Dialog:

PB/

YOUR MURALS ARE SO BEAUTIFUL.

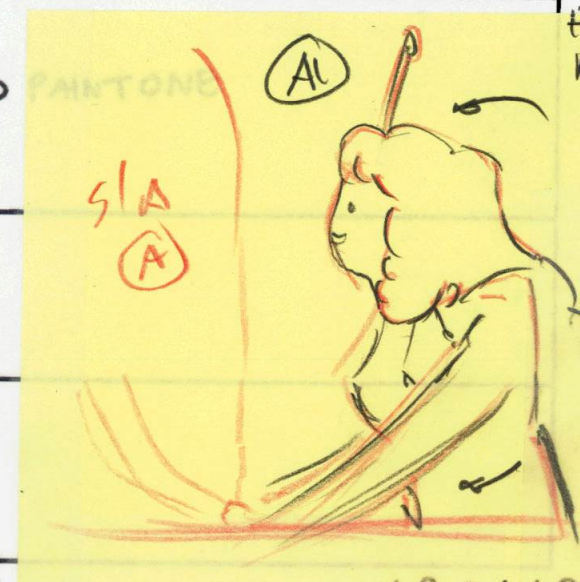
PB/

I WANT YOU TO PAINT ONE

Action:

Timing:

SEP 10 2011



Production :

EPISODE # 1034-233

1034/233

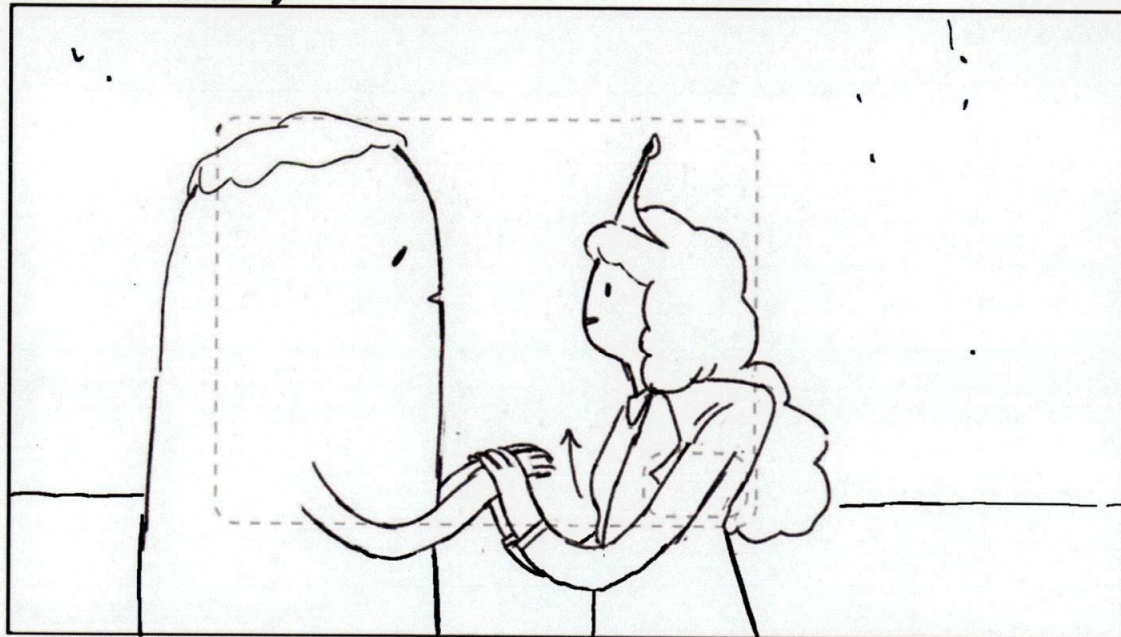
1034/233

ADVENTURE TIME

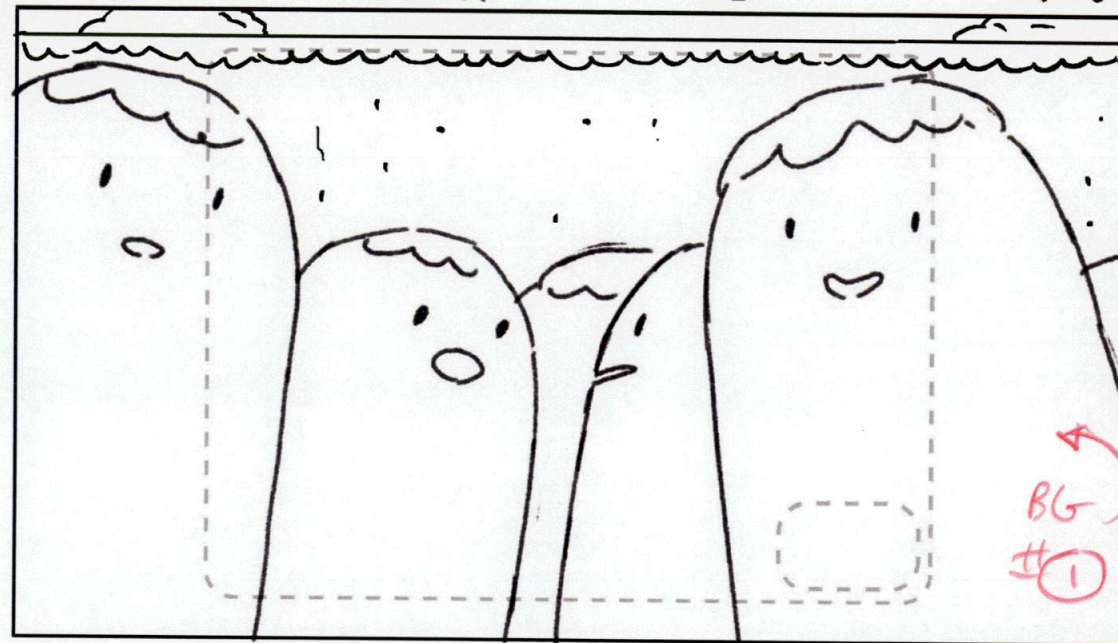


Page 260

Sc. 183 *CONT* Pnl. 8 Bg. day night



Sc. 184 Pnl. A Bg. day night



Dialog:

PB/ — IN THE BANQUET HALL.

BGS/ (ADMIRATION WALLA, QUIET) THE PRINCESS
SPARED HIM ... SO WISE ... SO UNKNOWABLE
(ETC ETC)

Action:

PB GRABS HIS HANDS

Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

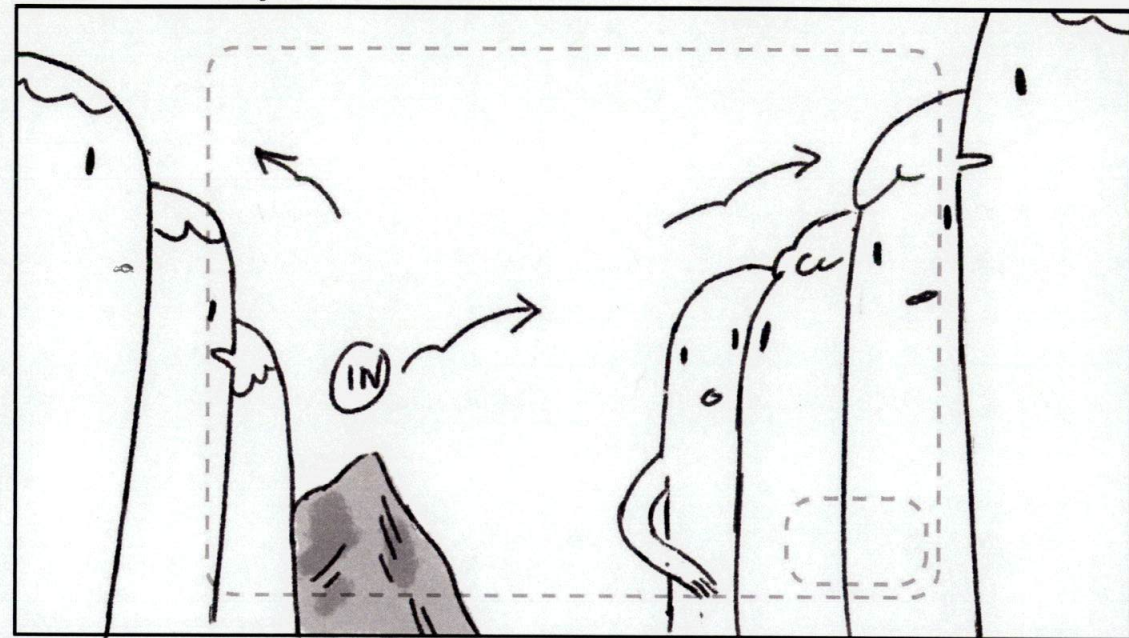
1034/233

ADVENTURE TIME

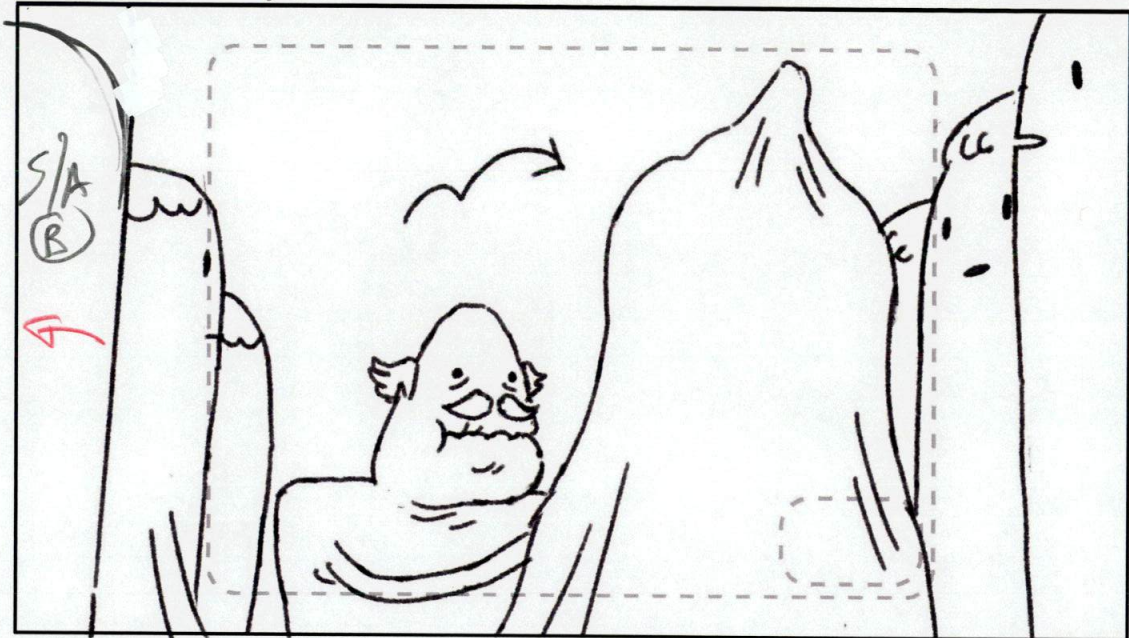


Page 261

Sc. 184 *CONT* Pnl. B Bg. day night



Sc. 184 *CONT* Pnl. C Bg. day night



<p>Dialog:</p> <p>CCC/ Make way!</p> <p>SFX/ * SQUEAKY WHEELS *</p>	<p>CCC/ Oh, merciful...</p>
<p>Action:</p> <p>CROWD PARTS</p>	<p>CCC PUSHING COVERED STATUE</p>
<p>Timing:</p>	<p>SEP 10 2015</p>

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Production :

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ADVENTURE TIME



NO SC 186

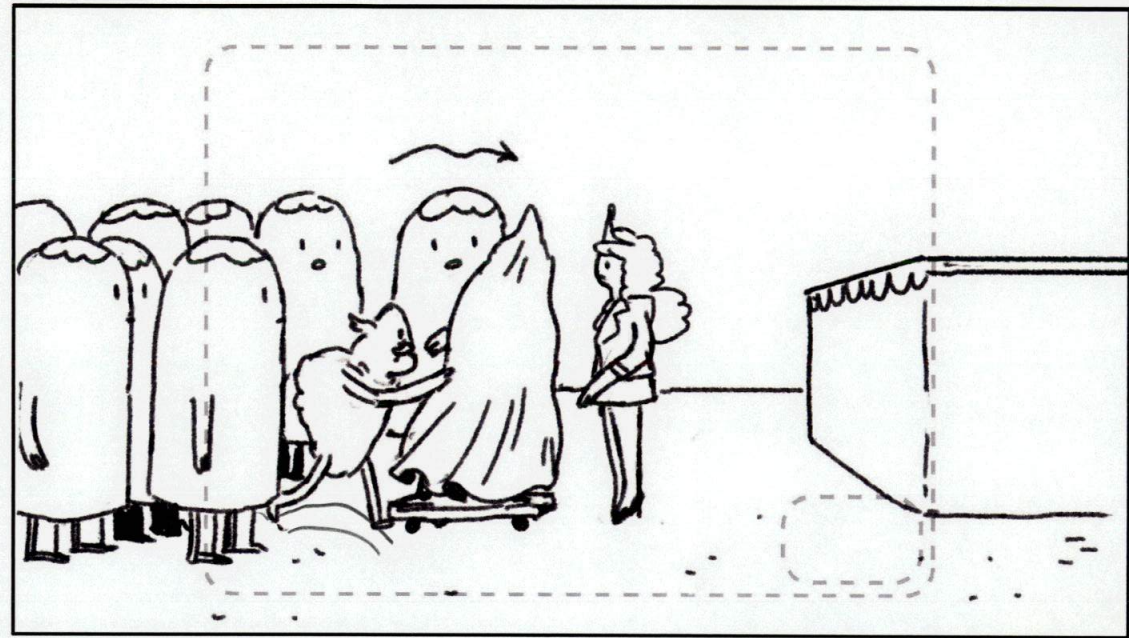
Page 262

Sc. 185

Pnl. A

Bg.

day night

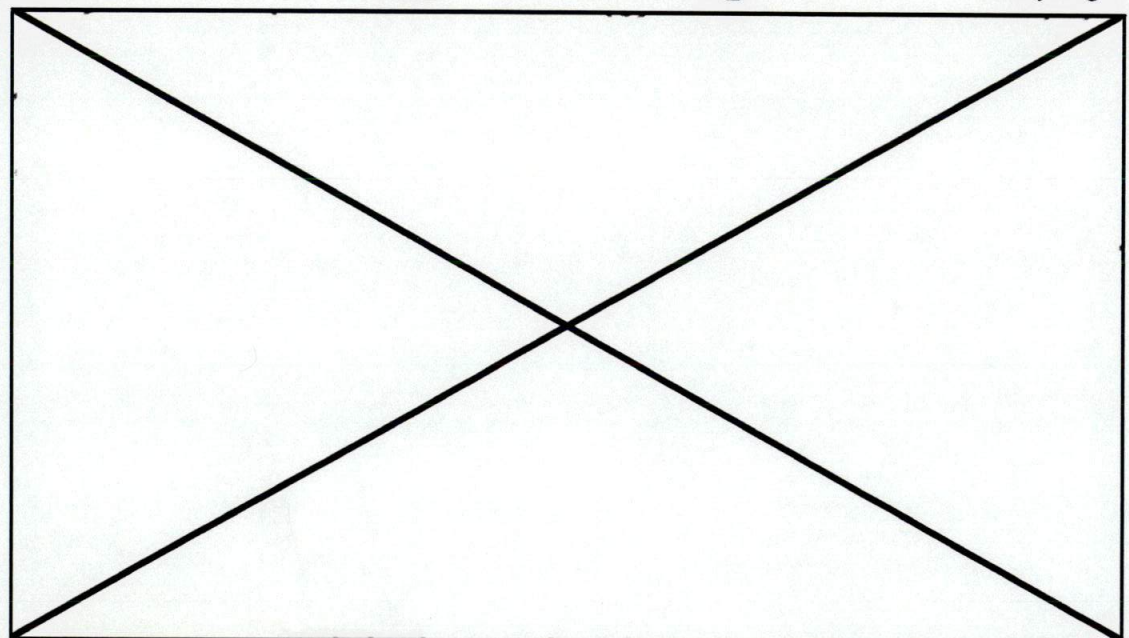


Sc.

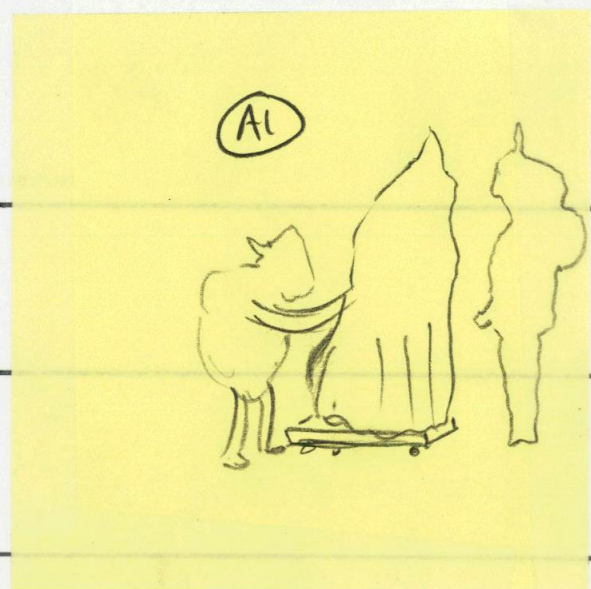
Pnl.

Bg.

day night



Dialog:	CCC/ princess... SFX/ * SQUEAKY WHEELS *
Action:	WHEELS IT RIGHT UP TO PB
Timing:	



SEP 10 2015

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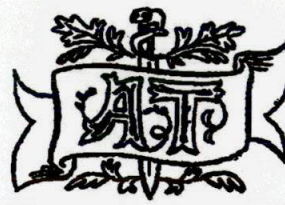
1034/233

Production :

1034/233

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ADVENTURE TIME



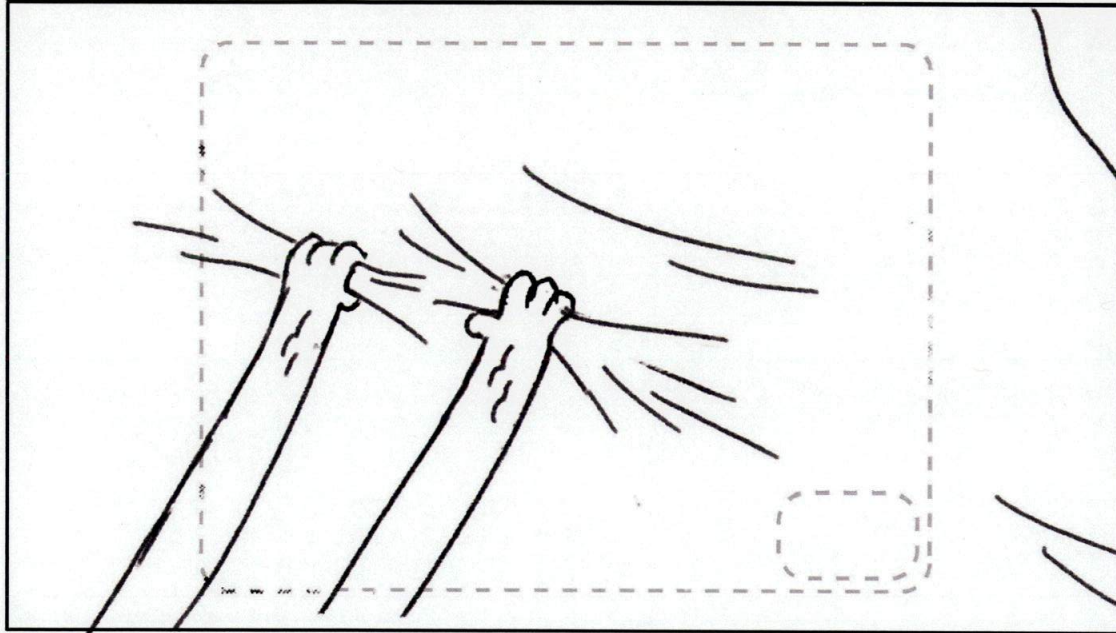
Page 263

Sc. 187

Pnl. A

Bg.

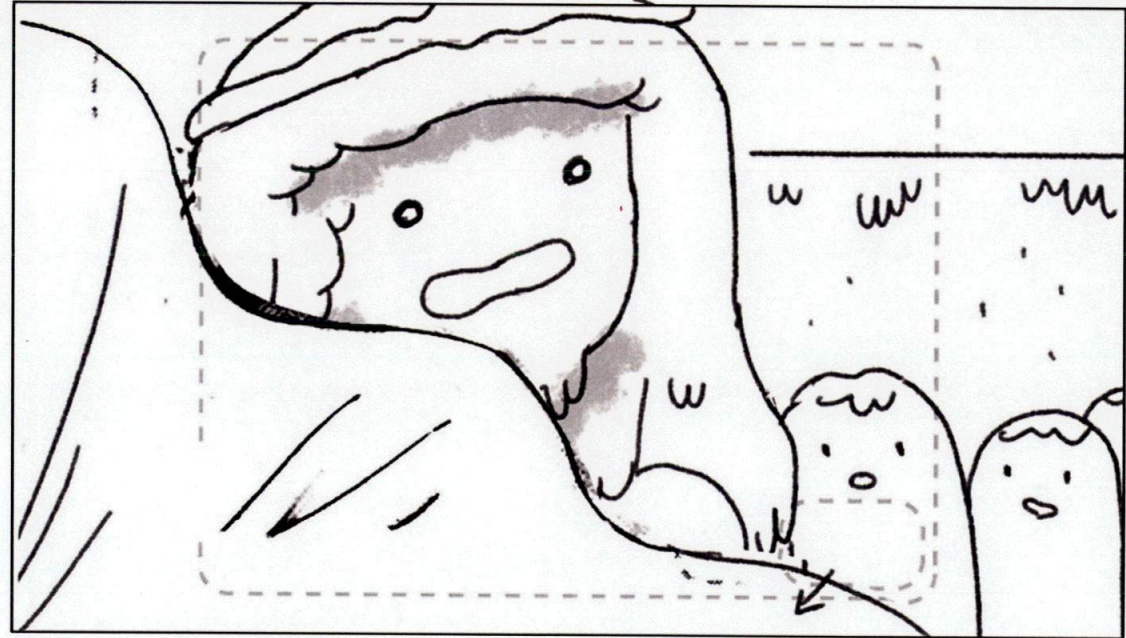
day night



Sc. 187 *cont* Pnl. B

Bg.

day night



Dialog:

SFX / * WOOSH *

Action:

CCC HOLDING CLOTH

STATUE BACKLIT, OBSCURED

Timing:

SEP 10 2015

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Production :

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ADVENTURE TIME



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Sc. 187 *CONT* Pnl. C Bg. day night



Sc. 188 Pnl. A Bg. day night



Dialog:	PB/ Uhh..
Action:	
Timing:	SEP 10 2015

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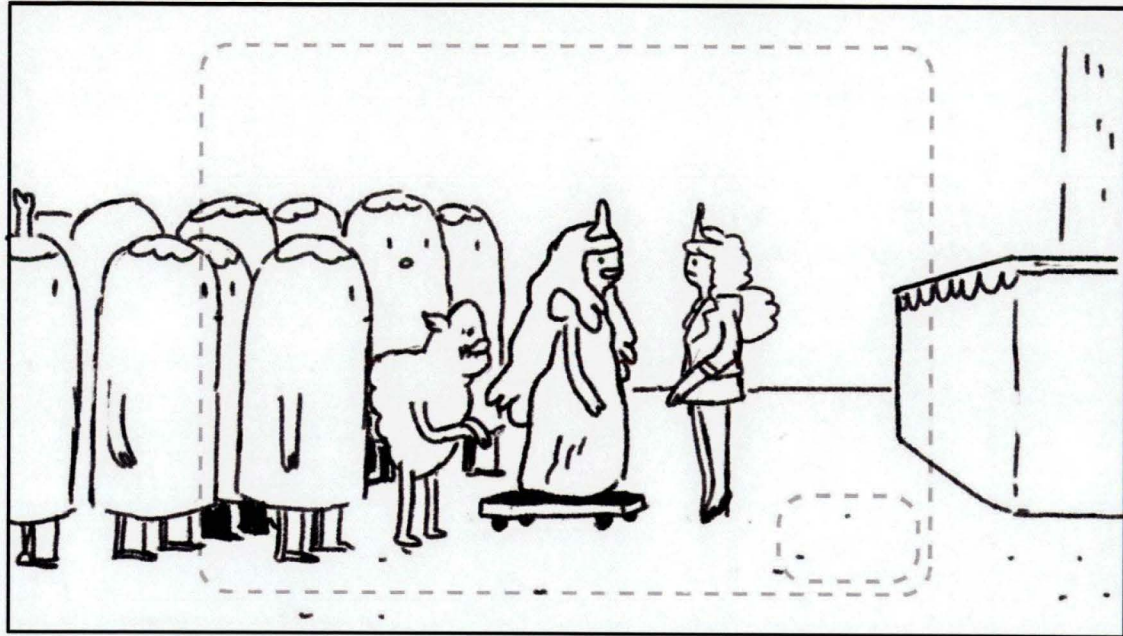
Page 265

Sc. 189

Pnl. A

Bg.

day night



Sc. 189 *CONT*

Pnl. B

Bg.

day night



Dialog:

CCC/ Thank you for sparing your lowly servant.

Action:

BGS DROP TO THEIR KNEES & CHANT

Timing:

SEP 10 2015

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Production :

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ADVENTURE TIME



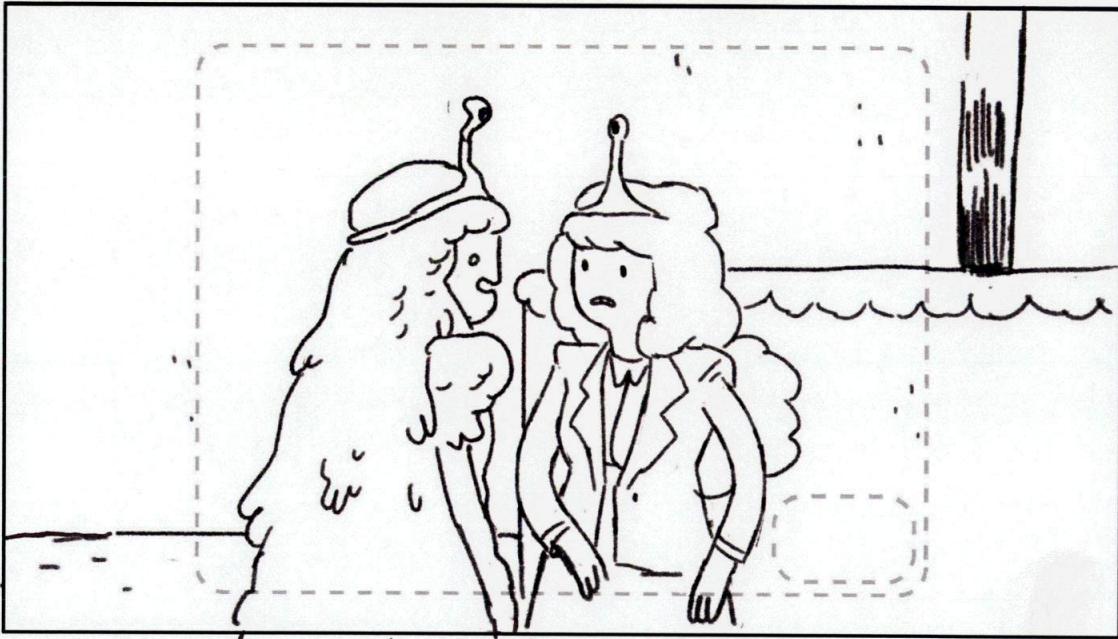
Page 266

Sc. 190

Pnl. A

Bg.

day night

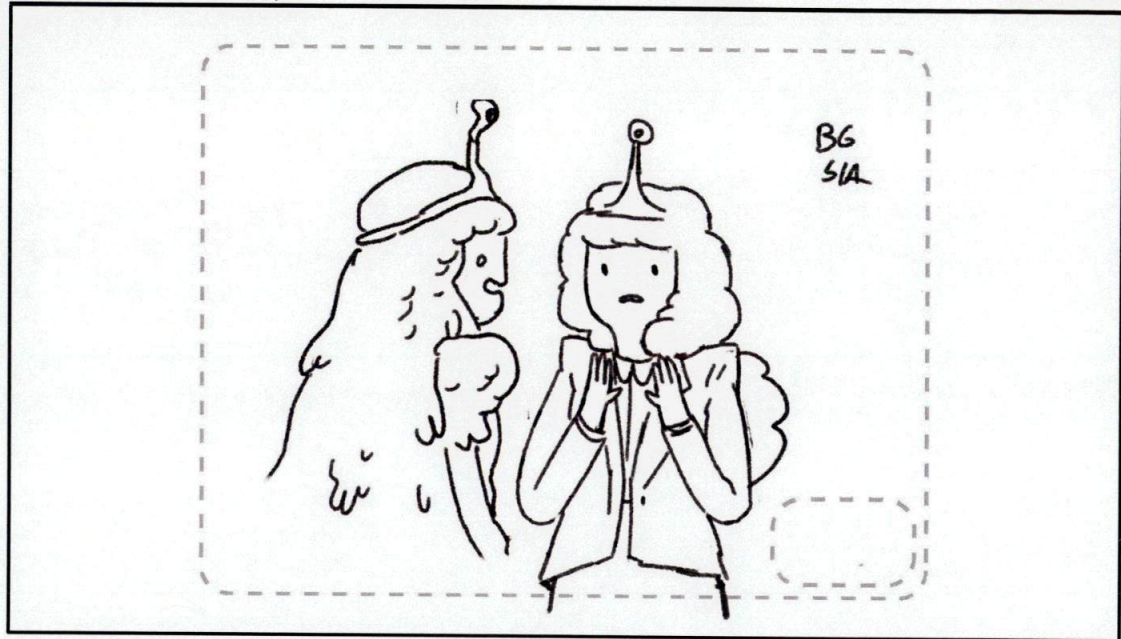


Sc. 190 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX / * BG CHANTING WALLA *

PB/A-BUP-BUP-BUP NO NO NO NO —

SFX / * CHANTING PETERS OUT W A MUMBLE *

Action:

Timing:

SEP 10 2015

EPISODE # 1034-233

Production :

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1034/233

ADVENTURE TIME



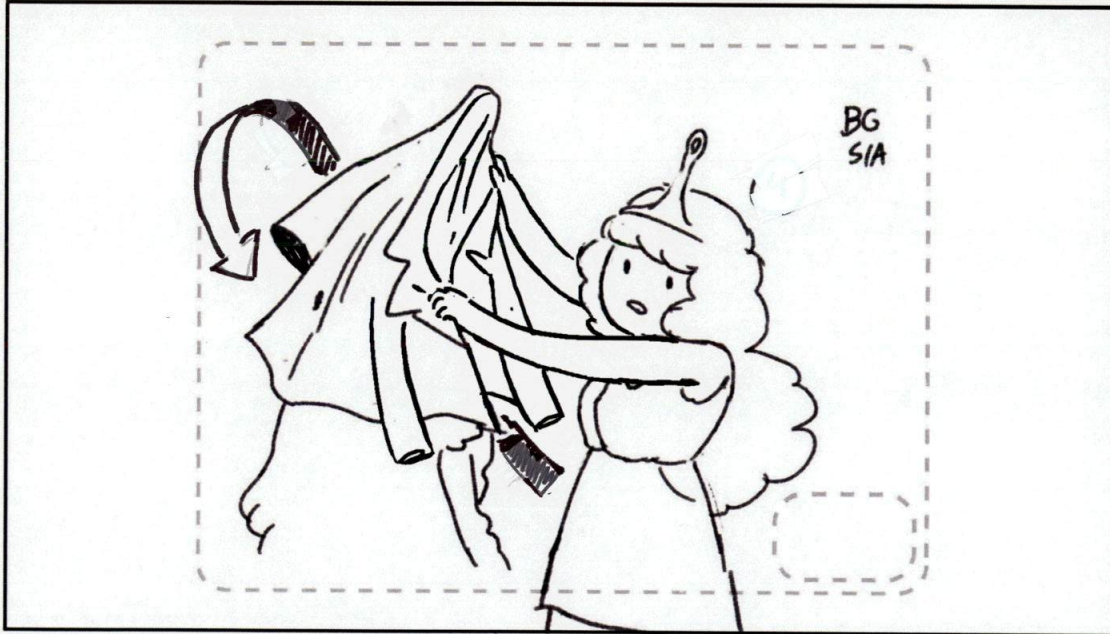
Page 267

Sc. 190 *CONT*

Pnl. C

Bg.

day night

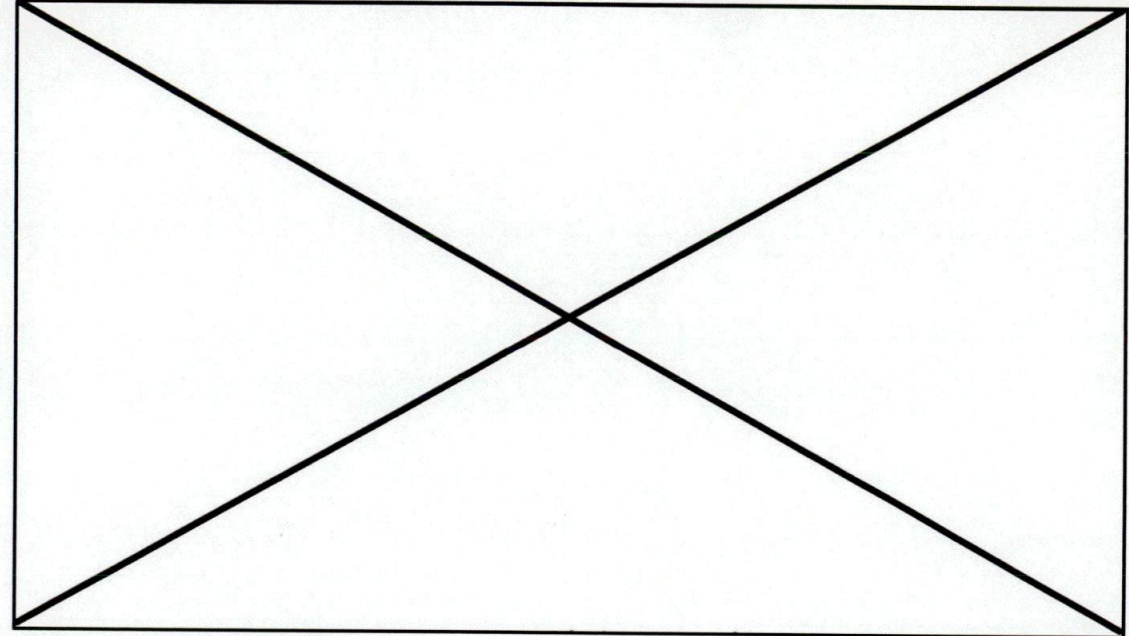


Sc.

Pnl.

Bg.

day night



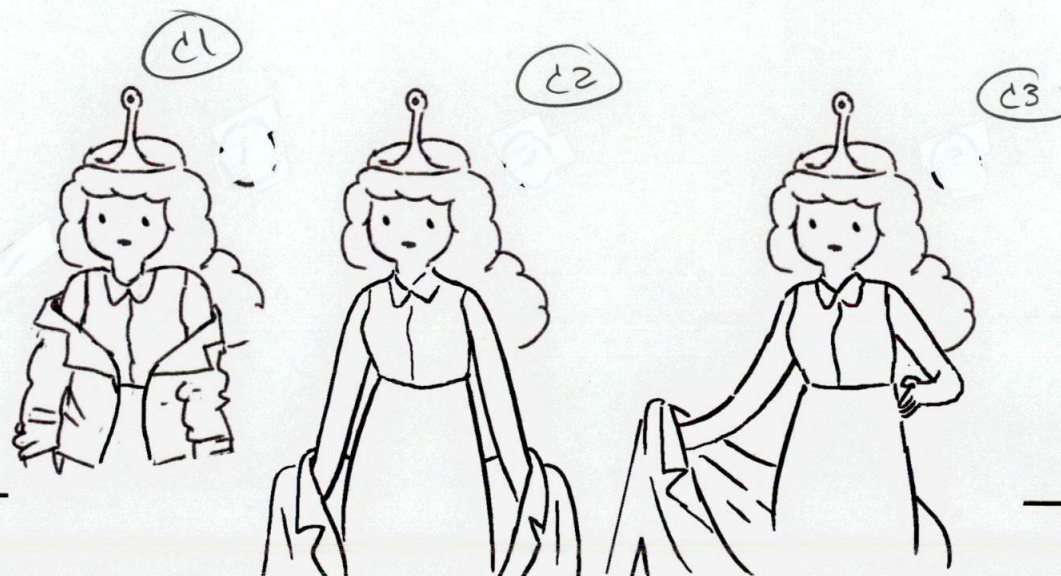
Dialog:

PB/ I'm just a person.

Action:

PB SHRUGS COAT OFF
& THROWS IT OVER STATUE

Timing:



SEP 10 2015

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Production :

1034/233

ADVENTURE TIME



Page 268

Sc. 190 *CONT*

Pnl. D

Bg.

day night



Sc. 191

Pnl. A

Bg.

day night



Dialog:	
PB/ I'VE DONE THINGS IN THE PAST ...	PB/ (O/S) Things I'M NOT PROUD OF.
Action:	
Timing:	



(DI)



(AL)

BG TENTATIVELY OPENS EYE & SHUTS IT AGAIN

SEP 10 2015

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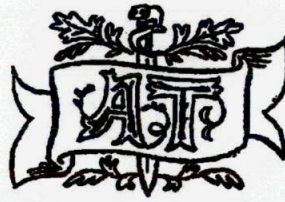
Production :

1034/233

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ADVENTURE TIME



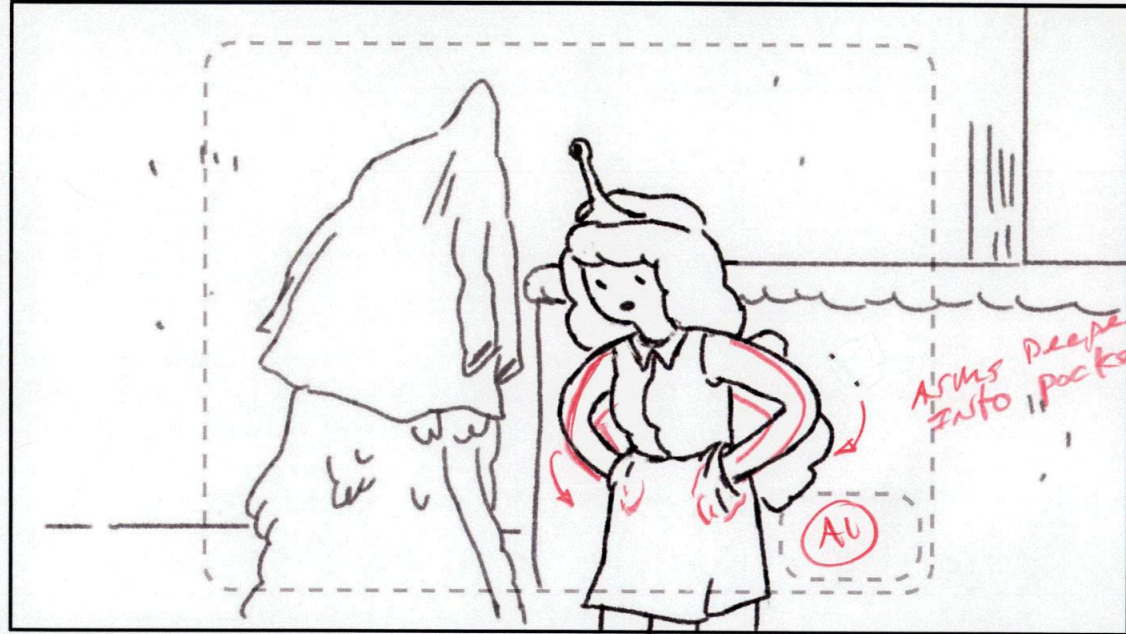
Page 269

Sc. 192

Pnl. A

Bg.

day night



Sc. 192 *cont*

Pnl. B

Bg.

day night



Dialog:

PB/ BUT today, I'm here to -

(KIND OF FORCED)
PB/ CELEBRAATE!

Action:

PB RUMMAGES IN SKIRT POCKETS

PB THROWS CONFETTI

Timing:

SEP 10 2015

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1034/233

Production :

1034/233

ADVENTURE TIME



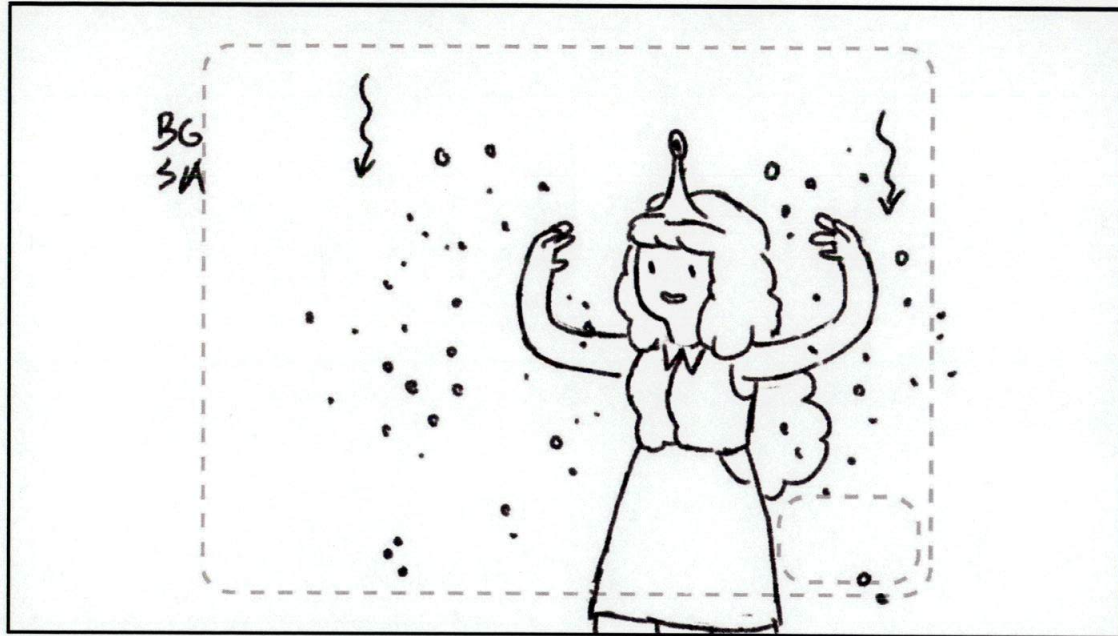
Page 270

Sc. 192 *cont*

Pnl. C

Bg.

day night



Sc. 193

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

SEP 10 2015

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Production :

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ADVENTURE TIME



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Sc. 193 *CONT* Pnl. B Bg. day night



Sc. 193 *CONT* Pnl. C Bg. day night



Dialog:

PB/ (O/S) HA HA ...

Action:

BGS NOTICE FALLING CONFETTI

BGS RISE

Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



Page 272

Sc. 194

Pnl. A

Bg.

day night

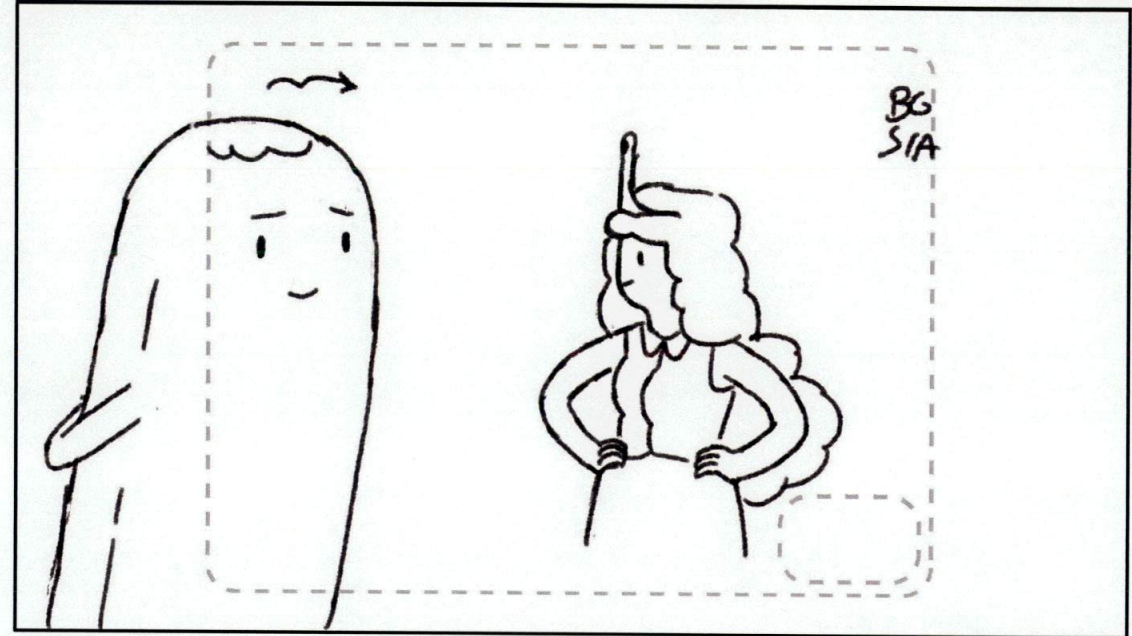


Sc. 194 *CONT*

Pnl. B

Bg.

day night



Dialog:

BG / PRINCESS?
#2

PB / MM?

Action:

PB LOOKING SELF-SATISFIED

Timing:

SEP 10 2015

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Production :

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ADVENTURE TIME



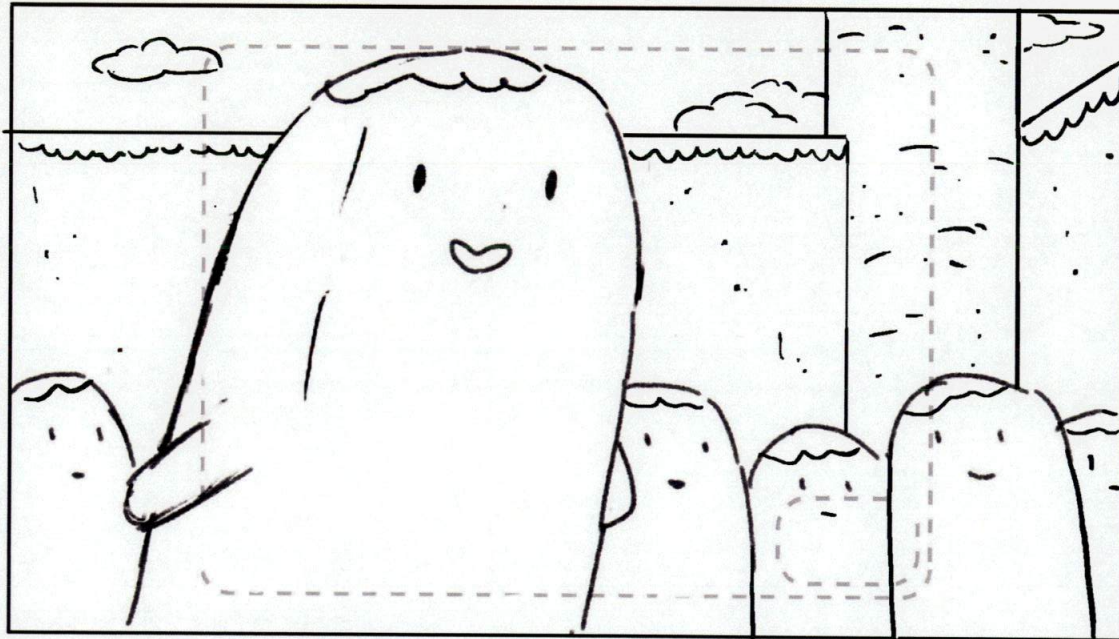
Page 273

Sc. 195

Pnl. A

Bg.

day night

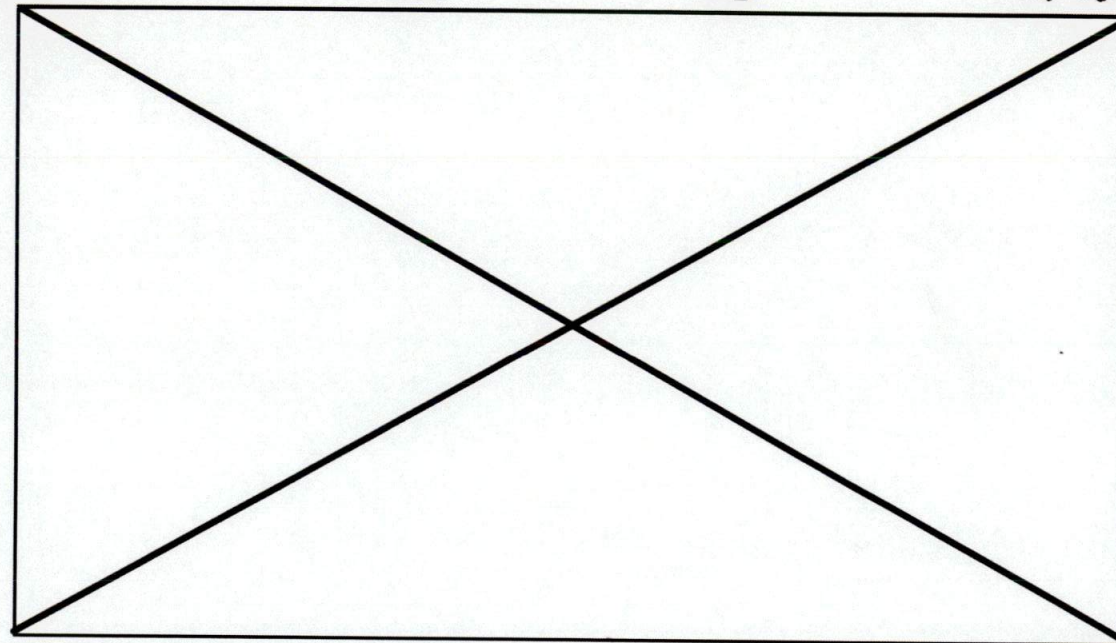


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

SEP 10 2011

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Production :

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ADVENTURE TIME



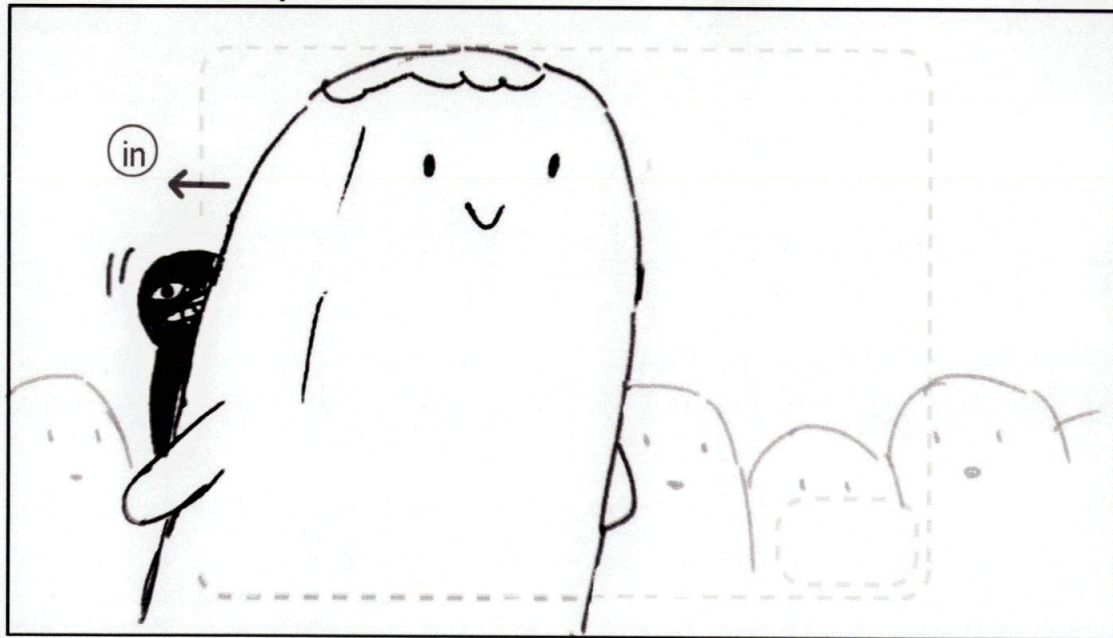
NO SC's
196-197

Page 274

Sc. 195 *CONT* Pnl. B

Bg.

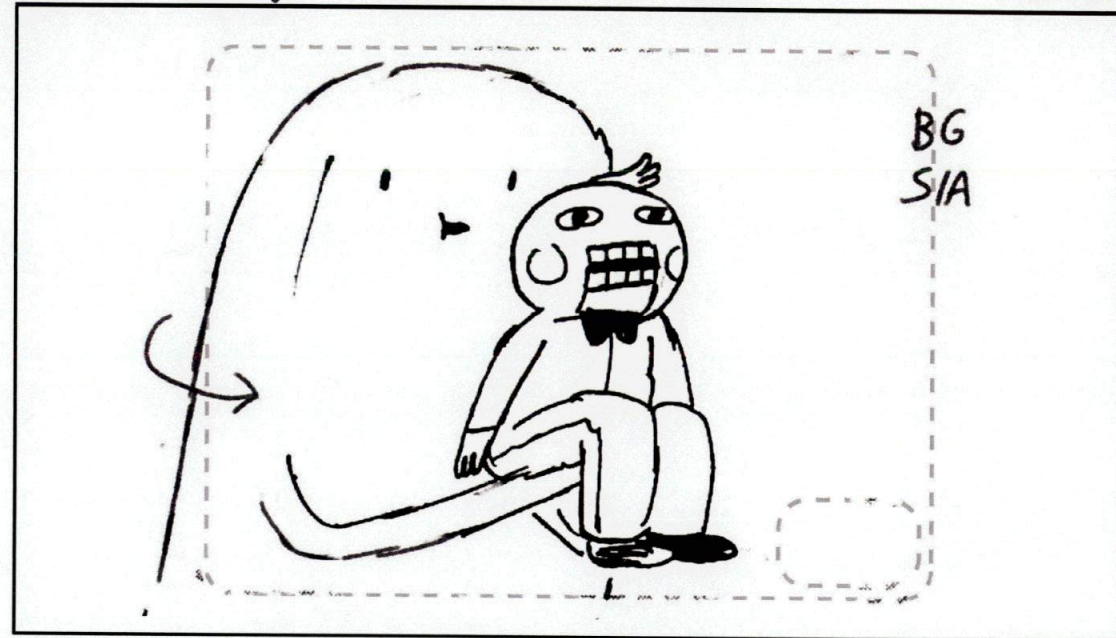
day night



Sc. 195 *CONT* Pnl. C

Bg.

day night



Dialog:

BG/ (HIGH PUPPET VOICE) I LOVE YOU

Action:

Timing:



SEP 10 2015

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Production :

1034/233

ADVENTURE TIME



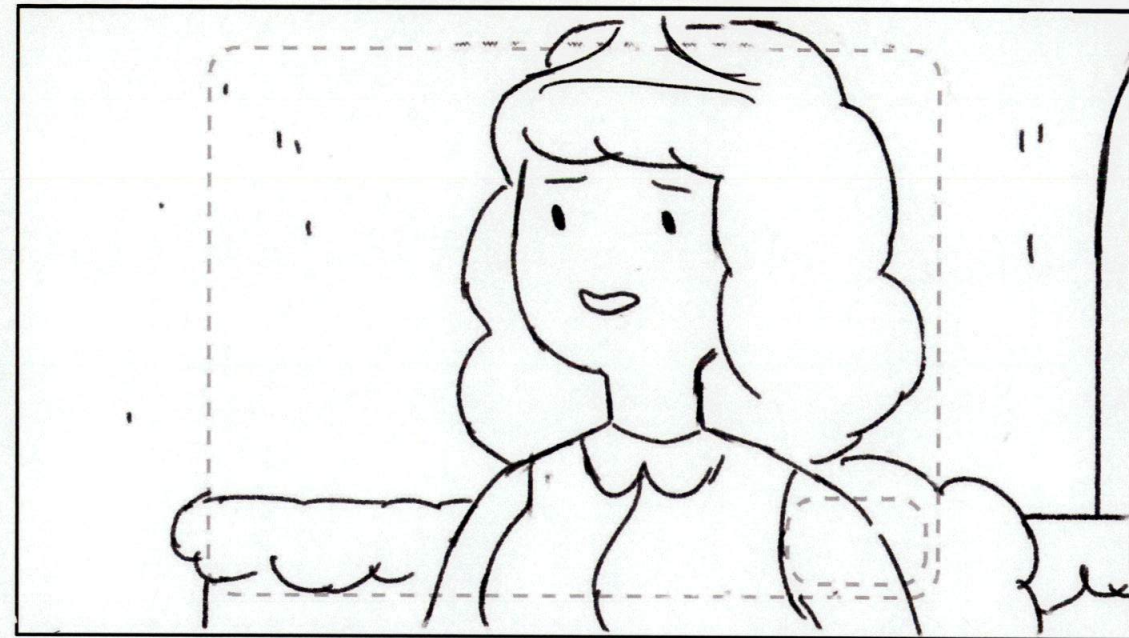
Page 275

Sc. 198

Pnl. A

Bg.

day night

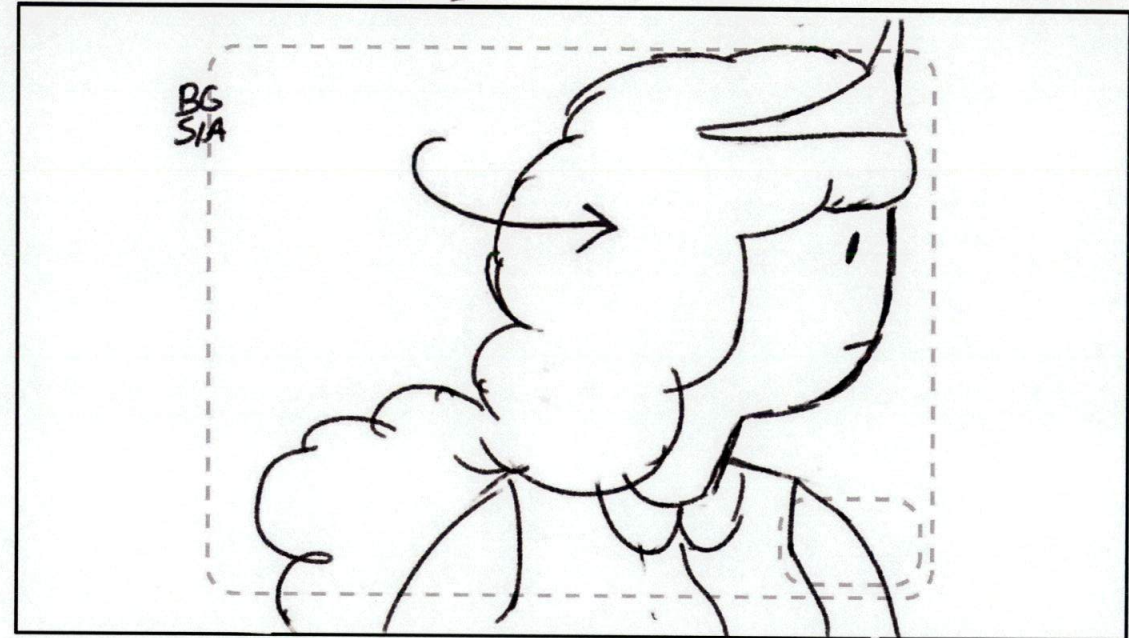


Sc. 198 *CONT*

Pnl. B

Bg.

day night



<p>Dialog:</p> <p>PB/ WOW...</p>
<p>Action:</p>
<p>Timing:</p> <p style="text-align: right;">SEP 10 2015</p>

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Production :

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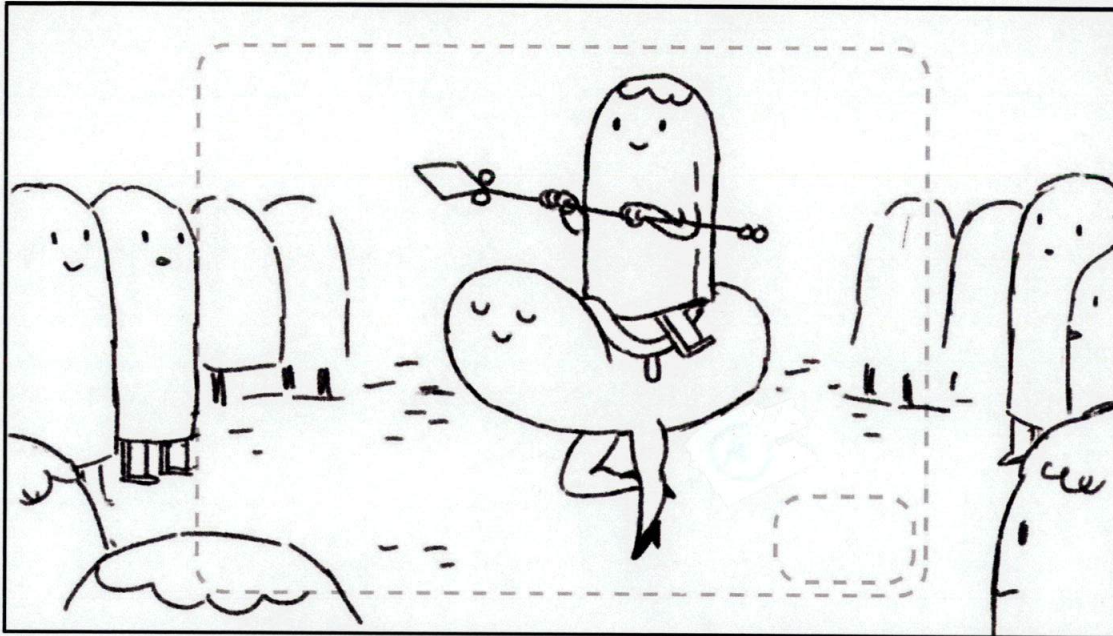
Page 276

Sc. 199

Pnl. A

Bg.

day night

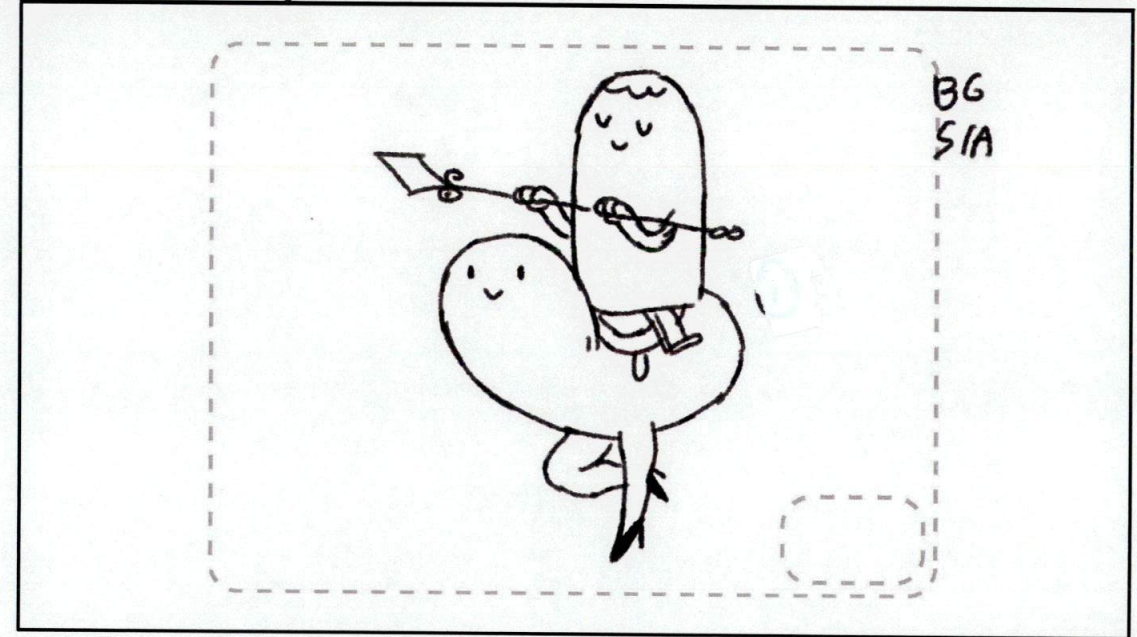


Sc. 199 *CONT*

Pnl. B

Bg.

day night



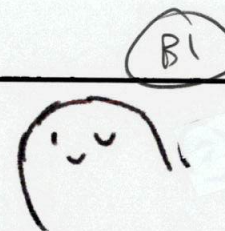
Dialog:

SFX/ CLIP CLOP CLIP CLOP

Action:



FANCY DRESSAGE STEPS
AB AB AB AB AB



Timing:

SEP 10 2015

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Production :

1034/233

ADVENTURE TIME



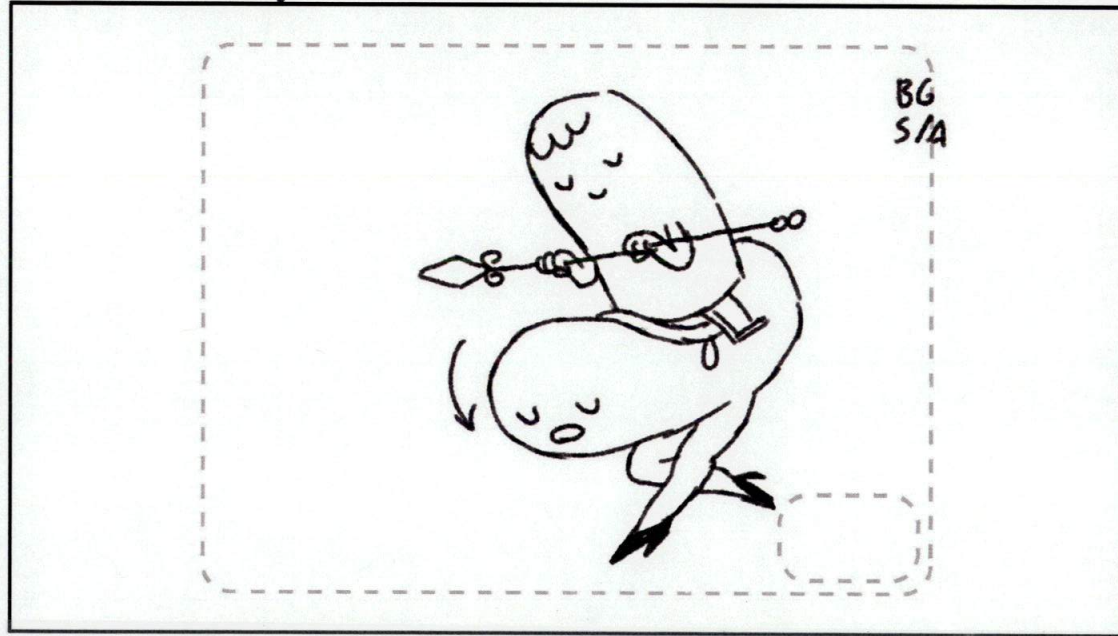
Page 277

Sc. 199 *CONT*

Pnl. C

Bg.

day night

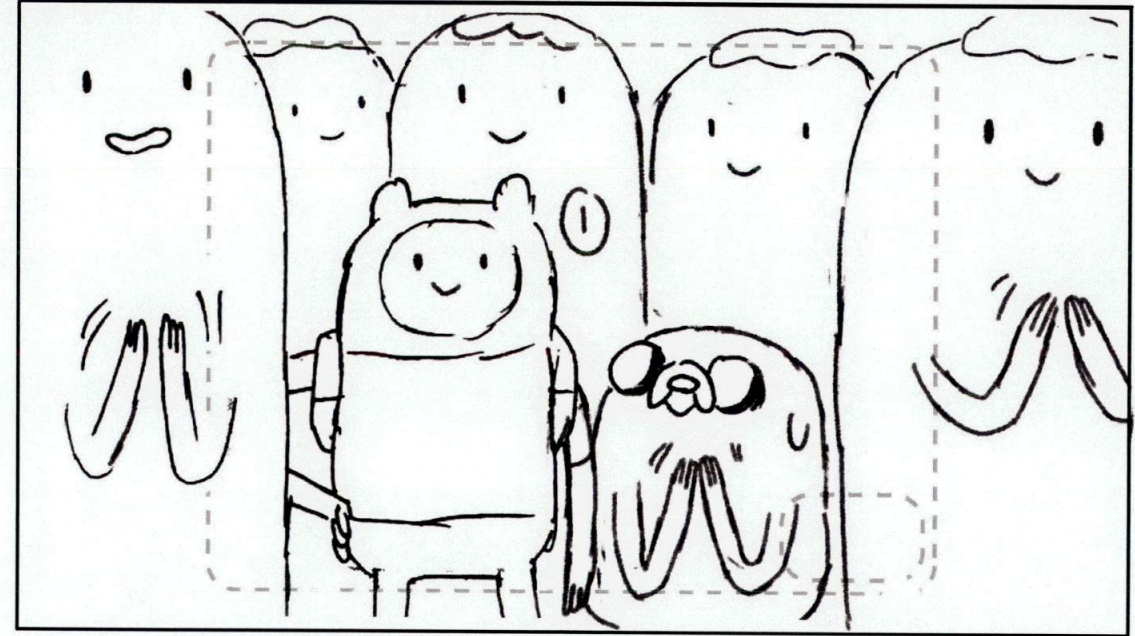


Sc. 200

Pnl. A

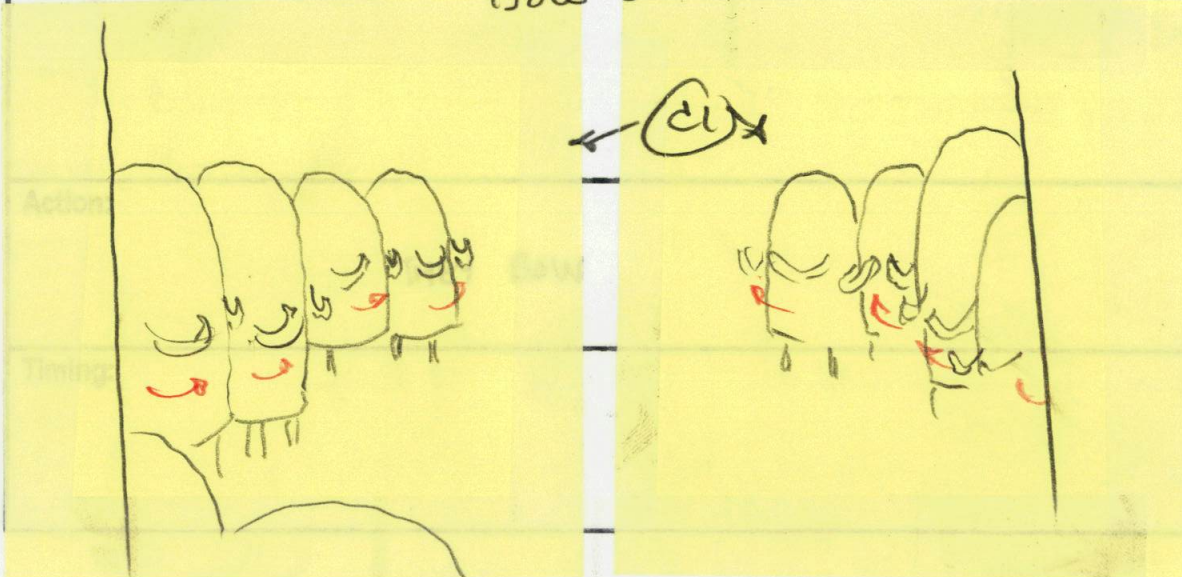
Bg.

day night



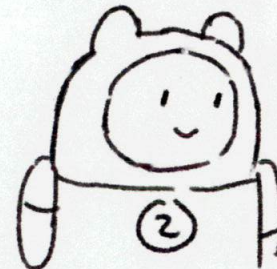
Dialog:

Bow's



(H)

CLAPPING & SMILING



SEP 10 2015

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Production :

1034/233

ADVENTURE TIME



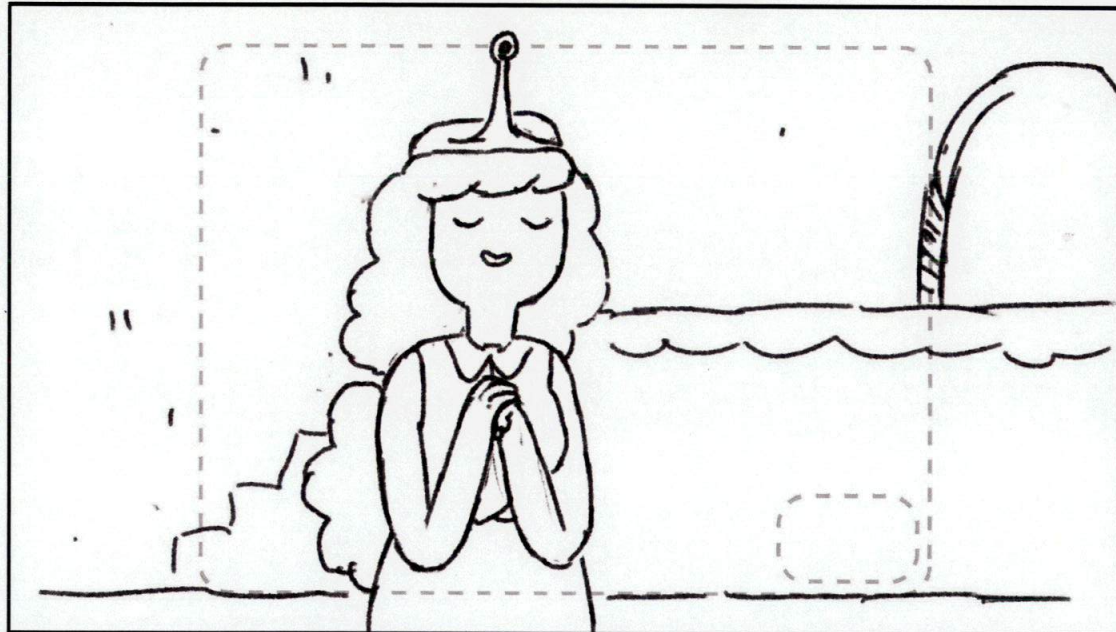
Page 278

Sc. 201

Pnl. A

Bg.

day night



Sc. 201 *cont*

Pnl. B

Bg.

day night



Dialog:

PB/ MY BANANA GUARDS ARE SO TALENTED

BG/ I GREW THESE! HI-DA-RO-PON-I-CAL-Y!

Action:

BG HANDS PB WICKER BASKET FULL OF VEGGIES

Timing:

SEP 10 2011

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1034/233

Production :

1034/233

ADVENTURE TIME



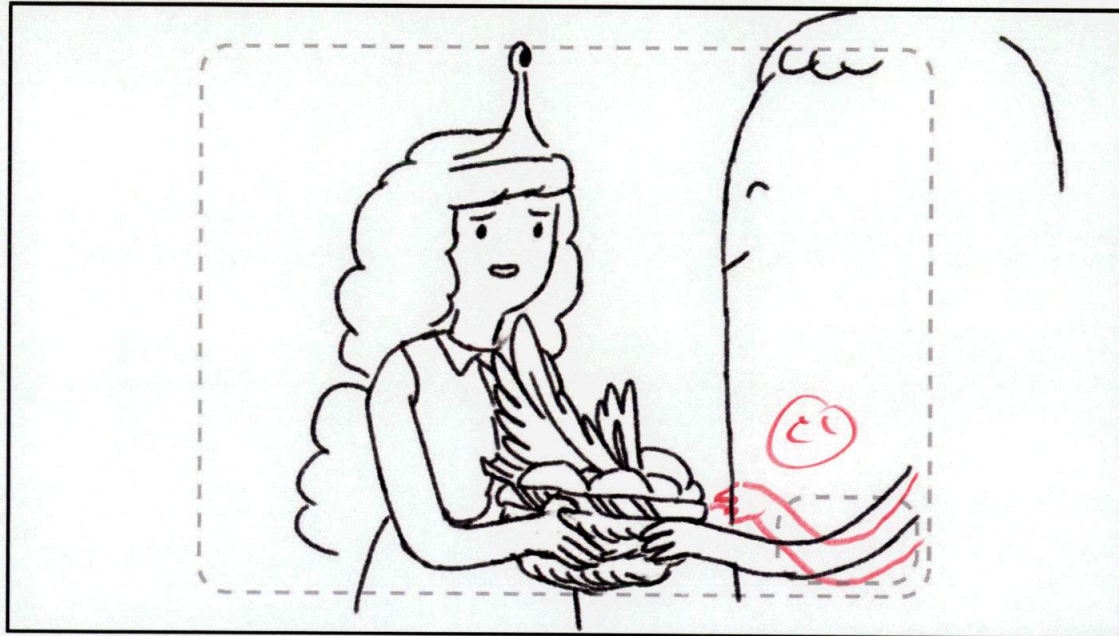
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Sc. 201 *CONT*

Pnl. C

Bg.

day night

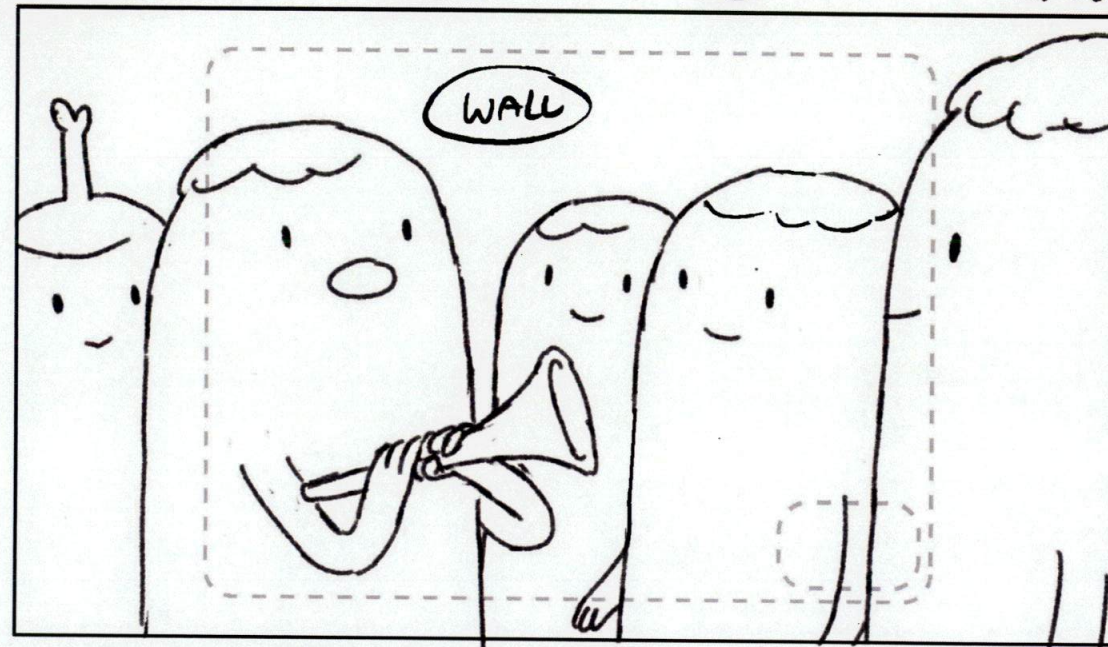


Sc. 202

Pnl. A

Bg.

day night



Dialog:

BG/ And I CAN ACTUALLY PLAY
w/ trumpet really good!

Action:

Timing:

SEP 10 2015

EPISODE # 1034-233

1034/233

Production :

1034/233

ADVENTURE TIME



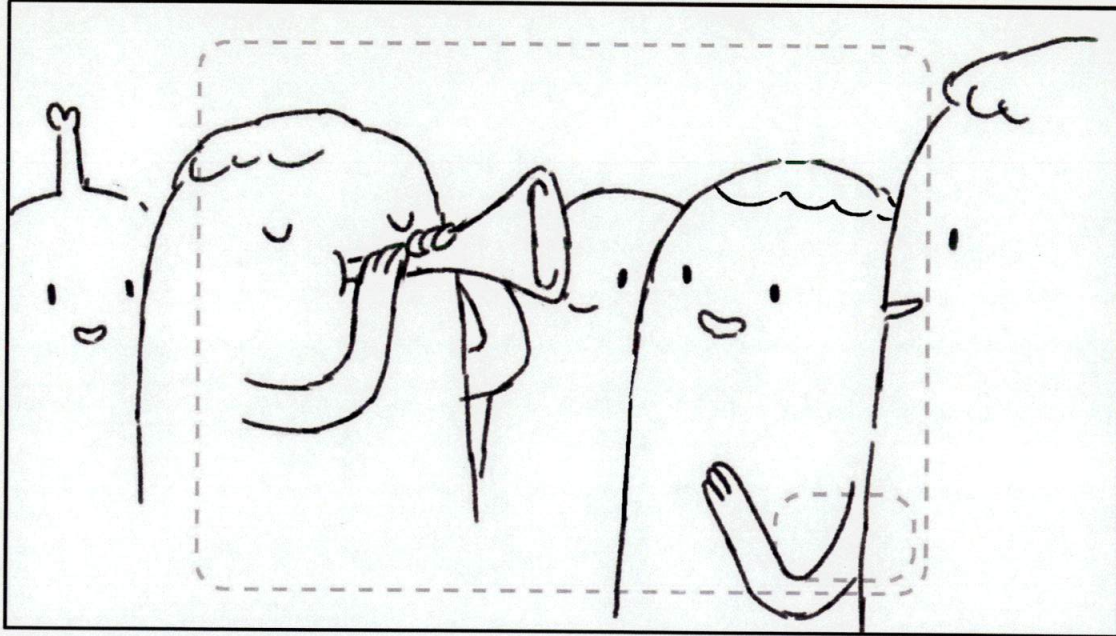
Page 280

Sc. 202 *CONT*

Pnl. B

Bg.

day night

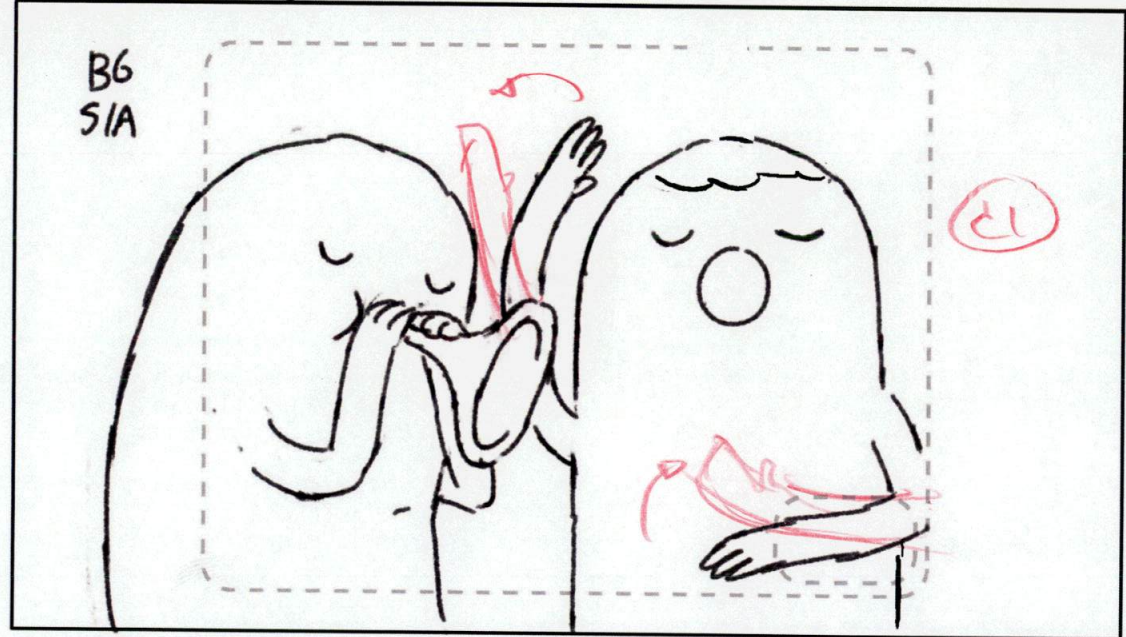


Sc. 202 *CONT*

Pnl. C

Bg.

day night



Dialog:	SFX / * BEAUTIFUL BUGLE MELODY *	BG / * BEAUTIFUL OPERATIC SINGING * (SAME FROM SHOWER)
Action:	BUGLE & SINGING CONTINUE IN BG TO THE END	
Timing:	SEP 1 @ 2015	

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1034 / 233

Production :

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1034 / 233

ADVENTURE TIME



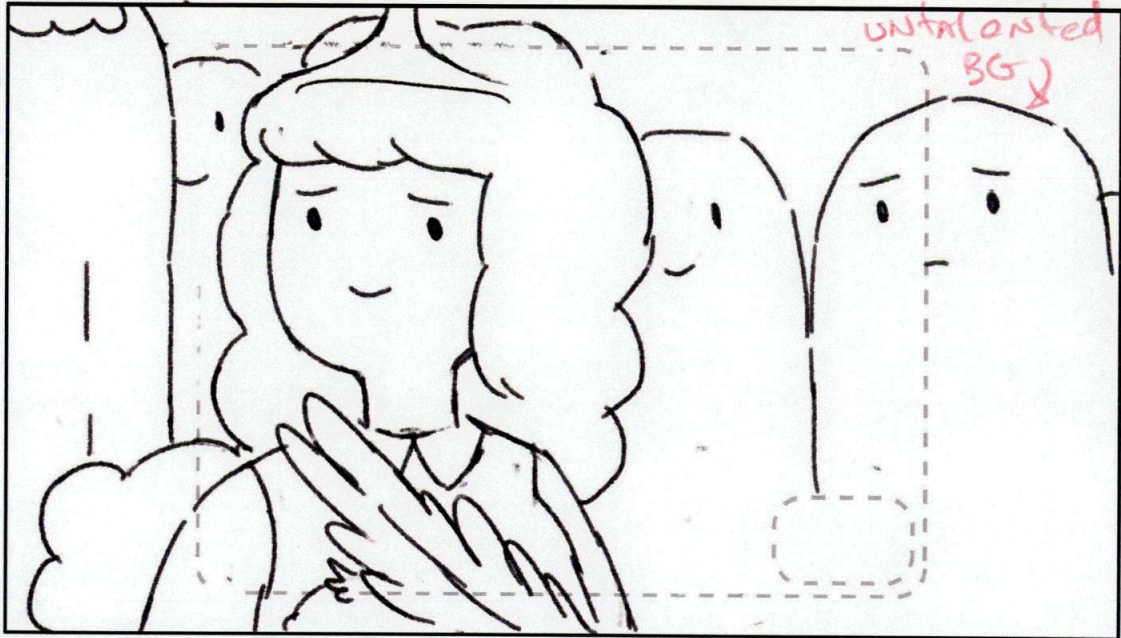
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Sc. 203

Pnl. A

Bg.

day night

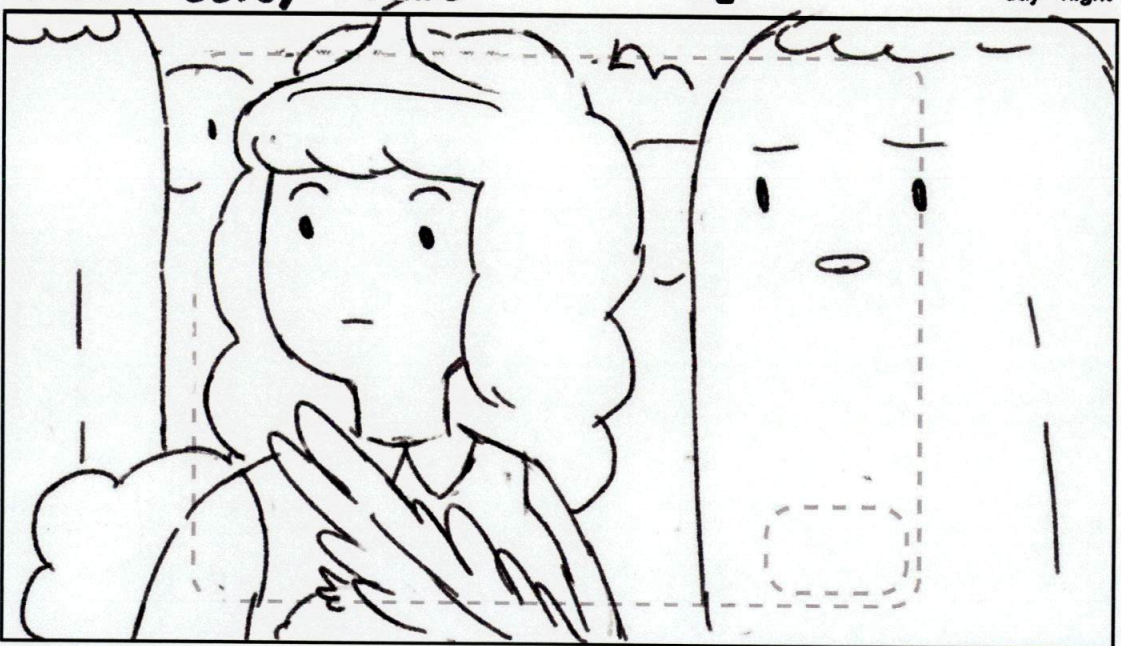


Sc. 203 *CONT*

Pnl. B

Bg.

day night



Dialog:
SFX / (OS) BUGLE & SINGING
BG / UM, PRINCESS?
Action:
(SP)
Timing:
SEP 10 2015

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Production :

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ADVENTURE TIME

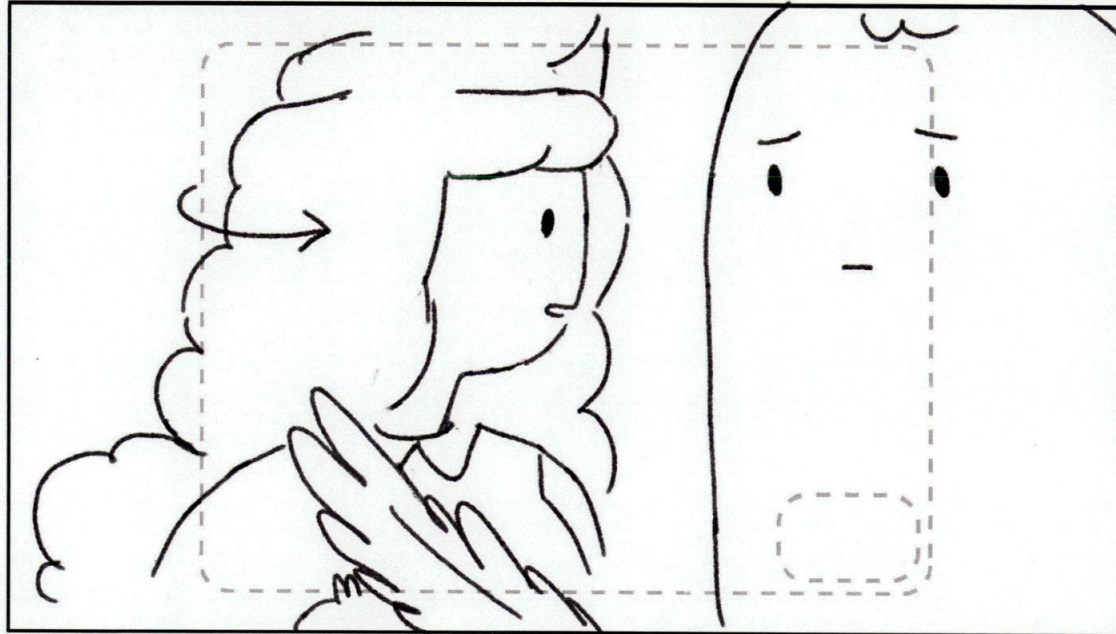


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Sc. 203 *CONT* Pnl. C

Bg.

day night

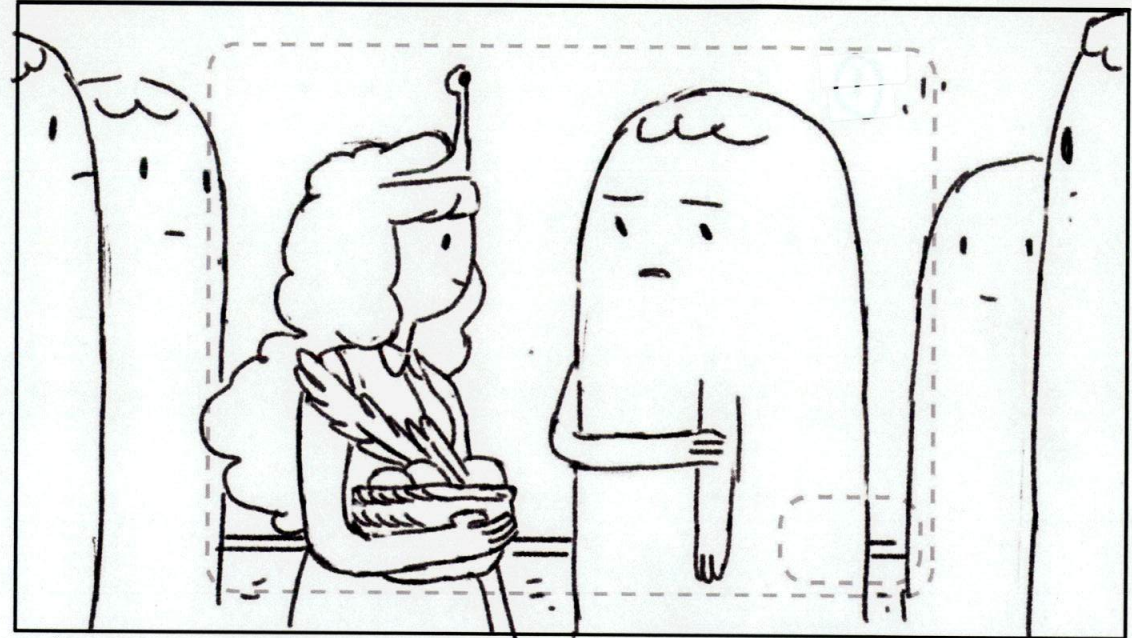


Sc. 204

Pnl. A

Bg.

day night



Dialog:

PB/ YES?

BG/ I DON'T HAVE A SPECIAL TALENT ...

Action:

BG HANGS HEAD &
DROPS ARM

Timing:



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Production :

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ADVENTURE TIME



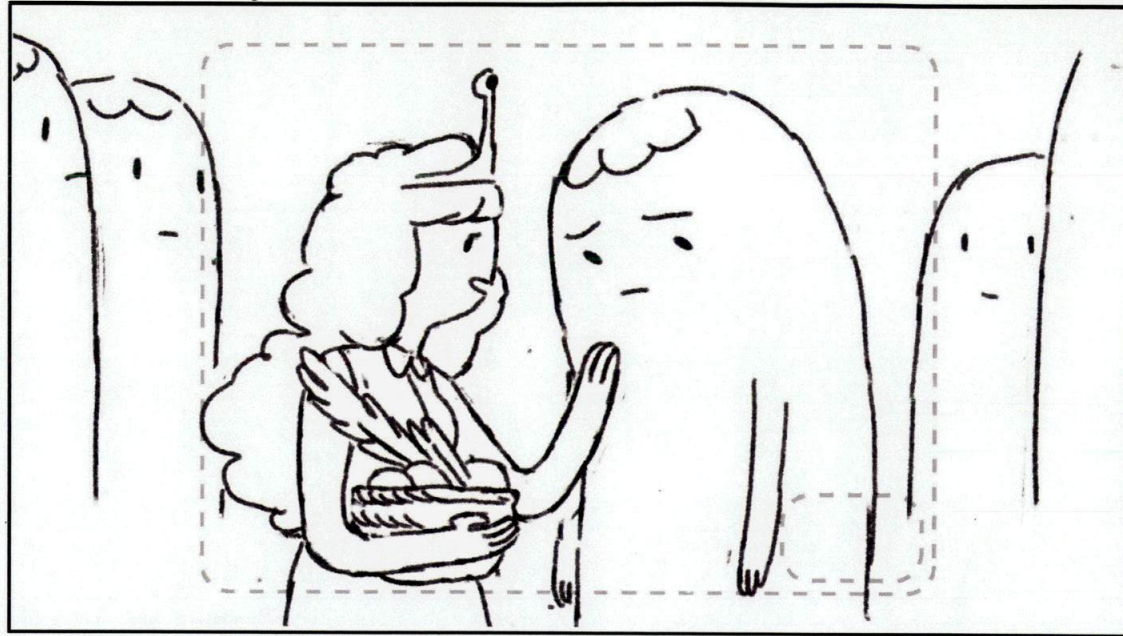
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Sc. 204 *CONT*

Pnl. B

Bg.

day night

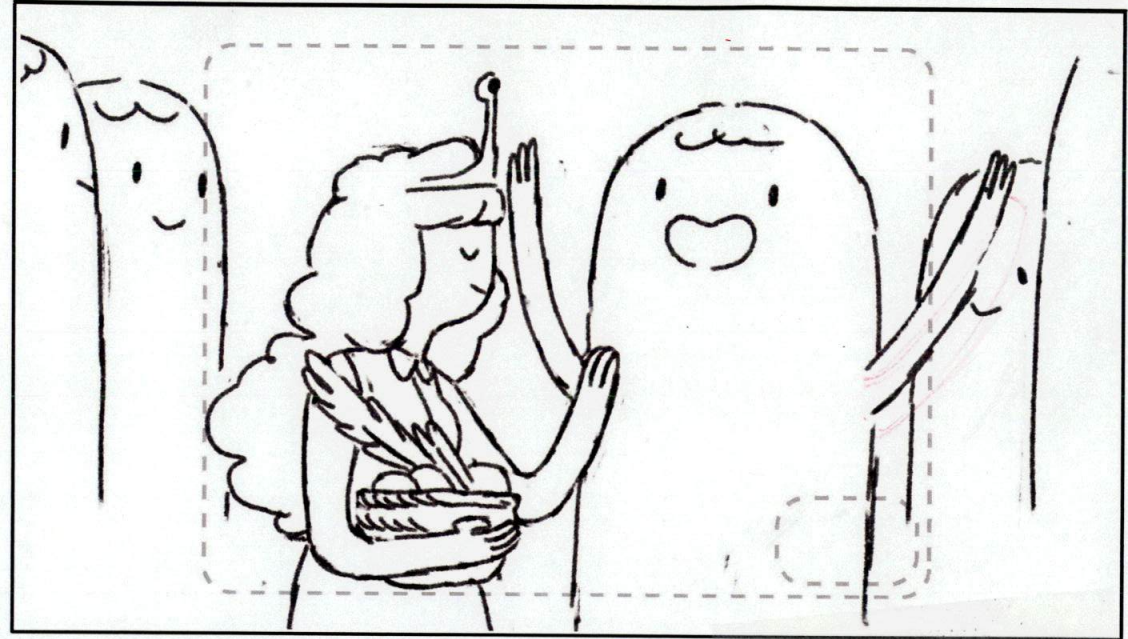


Sc. 204 *CONT*

Pnl. C

Bg.

day night



Dialog:

PB/ THAT'S OKAY TOO.

(BL)

BG/ HOORAY!

Action:



Timing:

SEP 10 2015

Production :

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Stop

1034/233

1034/233

1034/233